PRIMA'S OFFICIAL STRATEGY GUIDE

THE LEGEND OF ZELDA®

OCARINA OF TIME™

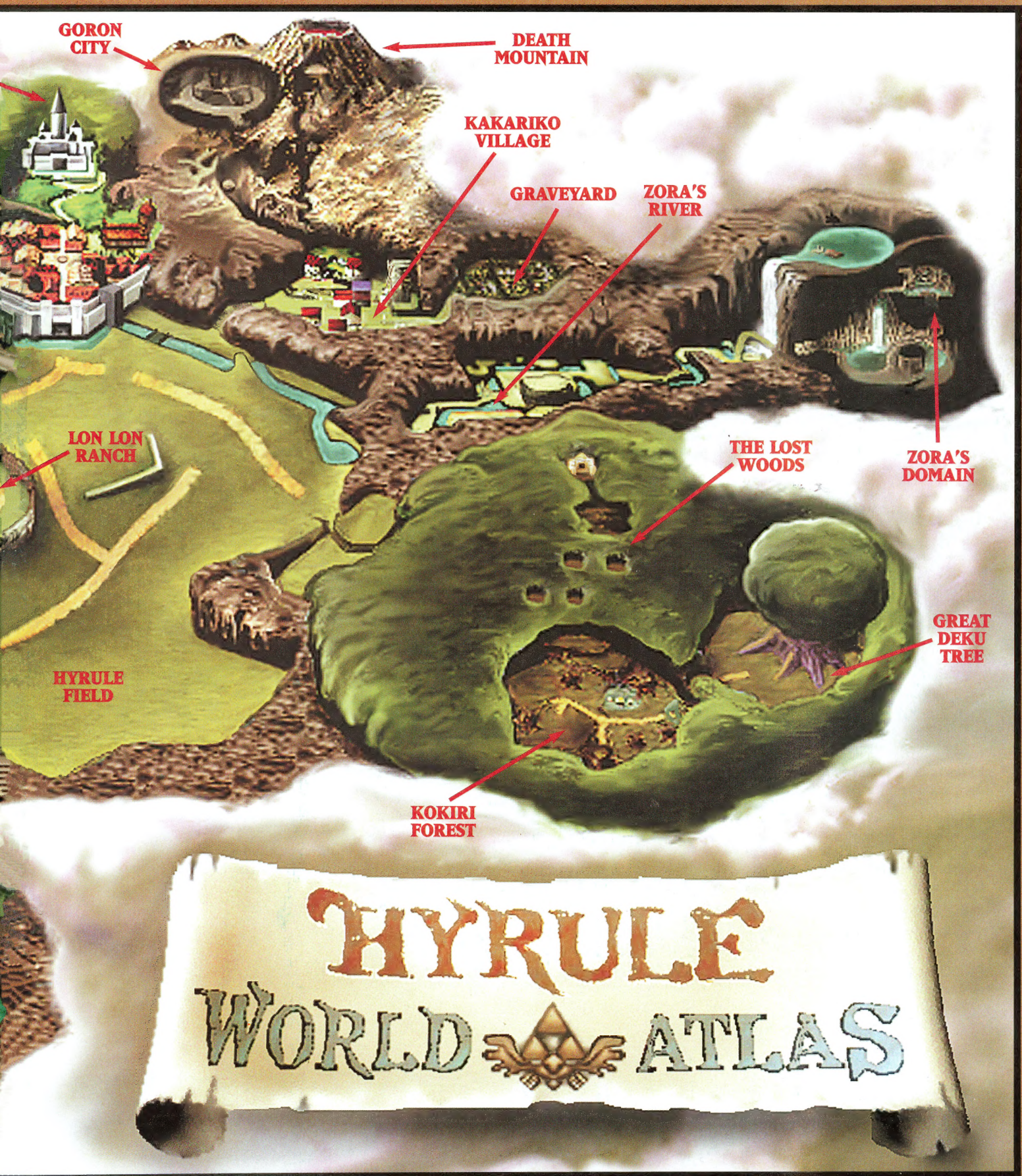
ALL HIDDEN ITEMS REVEALED!

PRIMA®

NINTENDO 64

Elizabeth M. Hollinger
James M. Ratkos
Don Tica

DESERT COLOSSUS
HAUNTED WASTELAND
GERUDO'S FORTRESS
TEMPLE OF TIME
HYRULE CASTLE
GERUDO VALLEY
N
LAKE HYLIA


GORON CITY
DEATH MOUNTAIN
KAKARIKO VILLAGE
GRAVEYARD
ZORA'S RIVER
LON LON RANCH
THE LOST WOODS
ZORA'S DOMAIN
GREAT DEKU TREE
HYRULE FIELD
KOKIRI FOREST
HYRULE
WORLD ATLAS

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Acknowledgments

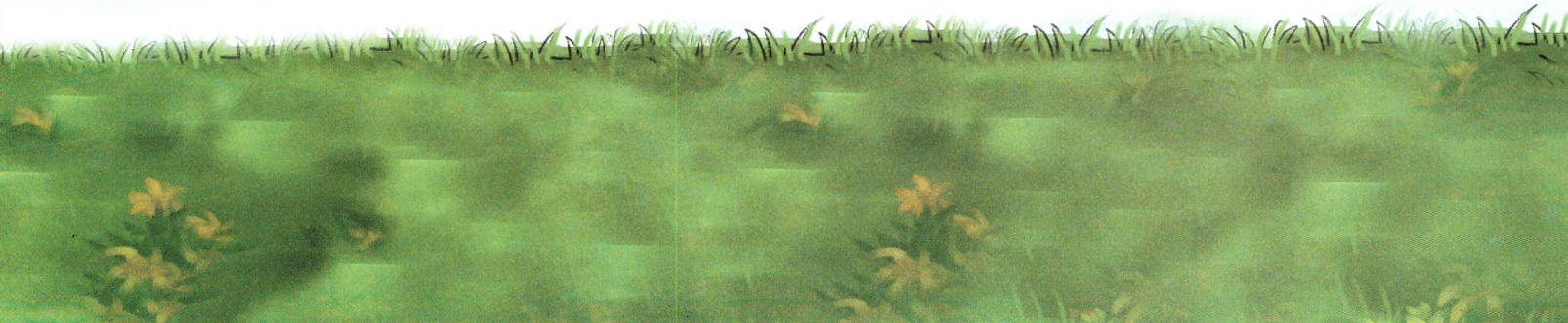
Never before has a game drawn you into the story the way *The Legend of Zelda: Ocarina of Time* does. From tracing the sun's movement across the sky to the lens flare effects during dusk and dawn, from the highly intuitive control system to the sheer depth of the game itself, Nintendo has, quite simply put, given us the most incredible game we could ever hope for.

First and foremost, we'd like to thank Mr. Miyamoto for producing *the* most exciting and enjoyable game that we've ever played, period. To Mr. Arakawa, Mr. Lincoln and all the people at NOA, especially Ellen Enrico, Cammy Budd, Juana Tingdale, Roger Harrison and David Hunziker for their gracious hospitality and assistance during our stay in Redmond. To Stacy DeFoe, Brooke Raymond and Jennifer Crotteau at Prima Publishing for their dedication throughout this very intense project. And special thanks to Don Tica for stepping in on short notice to help out, (even though we think that allowing him to play Zelda before its official release was thanks enough)!

Additional thanks:

From Jim: To my parents for their continued support and assisted housekeeping during my leave and to my boss, Ginny Davis, and the people I work with at Technicolor for allowing me the time off to write this book.

From Beth: Thanks to my Dad and Paul for providing a relaxing dinner in the midst of the storm. It's a shame I only get to do that when I'm in town on business.



The Legend of Zelda®: Ocarina of Time™

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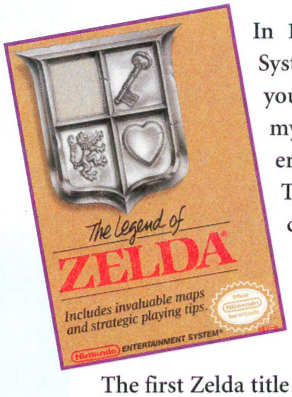
Retrospective

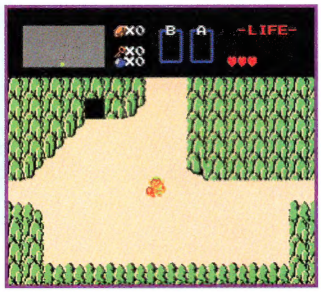
1987

The Legend of Zelda



In 1987, owners of the Nintendo Entertainment System (NES) were introduced to the exploits of a young boy named Link for the first time. In the mythical world of Hyrule, Link is tasked to recover the eight missing pieces of the legendary Triforce and rescue the Princess Zelda from the clutches of the evil Ganon.

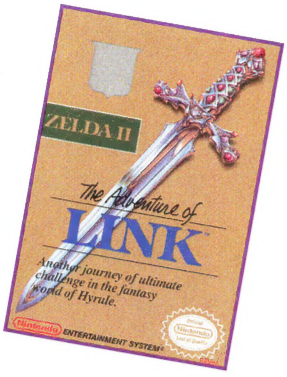
The first Zelda title was revolutionary in a number of ways. Among them, it was the first



adventure/RPG to feature an open, nonlinear environment. Although the dungeons had to be conquered in a predefined order, the game allowed the player to break away from a set path and freely explore the world of Hyrule.

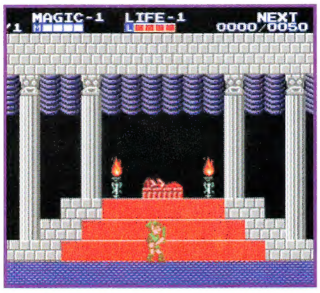
It also was the first Nintendo title to feature a built-in lithium battery that saved in-game process for up to 3 quests at a time, allowing players to continue from where they'd left off without using a password. Finally—and most exciting, for those who discovered it by chance—*The Legend of Zelda* was the first video game to contain a hidden, different second quest players could access by starting the game after entering "ZELDA" as the player name.

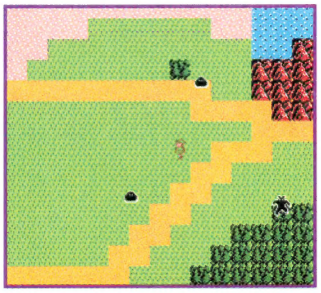
1988


ZELDA II
The Adventure of
LINK
Another journey of ultimate challenge in the fantasy world of Hyrule.
Nintendo ENTERTAINMENT SYSTEM

Zelda II: The Adventure of Link (NES)

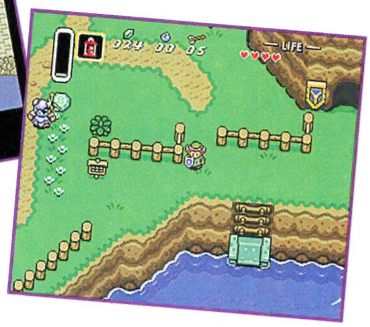
Zelda was a huge hit, and it wasn't long before its fans were clamoring for a sequel. In a year's time, Nintendo obliged them. The sequel departed from its predecessor in that most of it was played from a side-scrolling platform perspective, but it maintained the puzzle and adventure elements of the original.





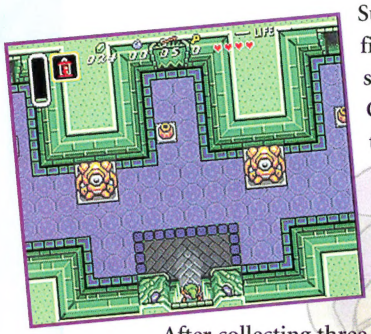
In the second adventure, Link travels through Hyrule to the six palaces. He defeats the palace guardians and restores the crystals to their statues, waking Zelda from an enchanted sleep. Having restored the crystals, he opens the door to the Great Palace and battles the Thunderbird and an even greater enemy—his own shadow!

1991

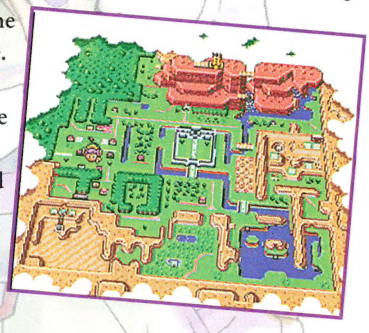


A Link to the Past (Super NES)

After what seemed an eternity, Link finally made his way onto the Super NES in 1991. In a "prequel" to the first two adventures, Link is called on to save the land of Hyrule from Ganondorf's forces, which have found the secret entrance to the Golden Land and are wreaking havoc. With the help of the wizard Agahnim, Ganondorf has kidnapped Princess Zelda and stolen back into the World of Darkness.



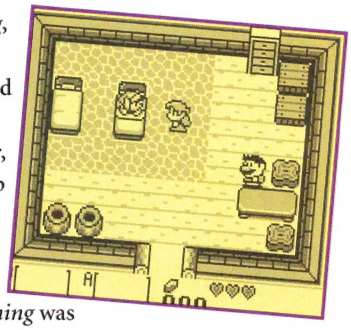
After collecting three special talismans from the World of Light, Link can move back and forth between the worlds of Light and Darkness to recover the eight pieces of the Triforce. After he retrieves them, a final showdown takes place in the Dark Pyramid. There, Link must fight and defeat both Agahnim and Ganon himself!



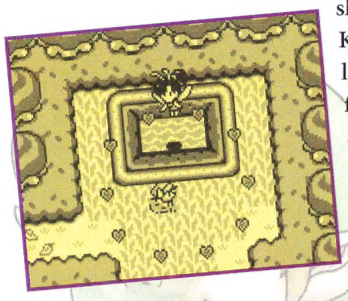
1993

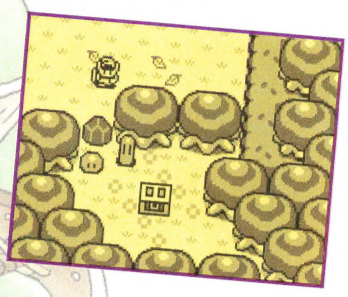
Link's Awakening (Gameboy)

The fourth game, *Link's Awakening*, packed all the excitement of the Super NES game into a pocket-sized Gameboy edition. With gameplay strikingly similar to its predecessor, *Link's Awakening* took things a step further, allowing Link to combine the effects of two items at once.



Taking place just after events in *A Link to the Past*, *Link's Awakening* was the first true sequel in the series. During a mission to hone his skills, our hero shipwrecks on Koholint Island. Marin, an island local, rescues him, and Link sets forth to fulfill his destiny and awaken the Wind Fish.





Amazing Fact

Although many players have upgraded to newer, more powerful systems, such as the Nintendo 64, it's interesting to note that both *Link's Awakening* and *A Link to the Past* remain the most popular titles in *Nintendo Power*'s "Player's Pulse" section.

The Quest for the Spiritual Stones

"Oh, Navi the fairy ...

Listen to my words, the words of the Deku Tree ...

Dost thou sense it?

The climate of evil descending upon this realm ...

Malevolent forces even now are mustering to attack our land of Hyrule.

For so long, the Kokiri Forest, the source of life, has stood as a barrier, deterring outsiders and maintaining the order of the world.

But ... before this tremendous evil power, even my power is as nothing ...

It seems that the time has come for the boy without a fairy to begin his journey ...."

With these words, the Great Deku Tree, guardian of the forest, sends the Fairy Navi to awaken you and lead you forth on the journey of a lifetime. You must travel through time across a vast world until you fulfill your destiny as the Hero of Time. A long and perilous adventure awaits you. You will need much courage to succeed!

What to Expect on Your Quest for the Spiritual Stones

If you're a Zelda veteran, you'll find yourself immersed in a familiar world. Much like the earlier SNES version, this one gives you some time to get used to the look and feel of controlling Link and interacting with the environment before putting you in your first dungeon.

If you've never played a Zelda game in your life, prepare to be a little disoriented as you make your way through the Great Deku Tree. Many of the puzzles there are classic Zelda and repeat throughout much of the game. Treat the first dungeon as a training ground, and watch for Navi's "I can help you" look. When she turns green, it usually means she has something of interest to point out.

KOKIRI FOREST

THE KOKIRI PEOPLE LIVE DEEP IN A LEAFY FOREST. These elfin characters retain their childish appearance throughout their lives and are known for the Fairies that accompany them from birth to death. Because they can never leave the forest they call home, much of the outer world has never seen a Kokiri. It is here that your journey begins.

The Great Deku Tree wants to see you, but first you should explore the village and see what help is available. If you've played any previous Zelda games, you have an idea of what's to come. The Great Deku Tree will introduce you to the vast series of dungeons and underground caverns you'll spend much of your time in as you play through the game.

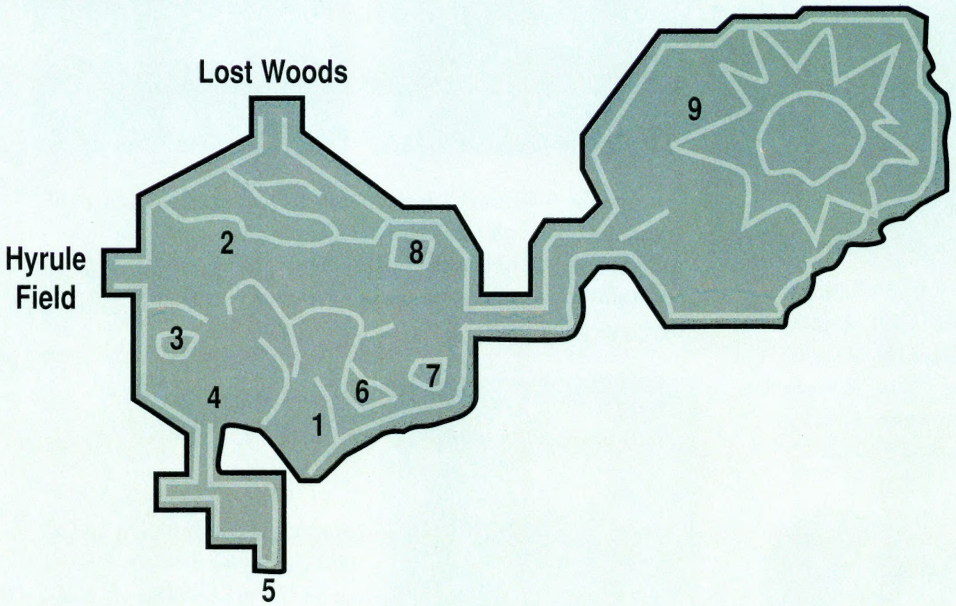
Before you go there, make sure you've equipped yourself with a sword and a shield. If you don't have one or both of these items, Mido, leader of the Kokiri, won't let you pass!

OBJECTIVES:
1. Find the Kokiri Sword.
2. Buy a shield.
3. Talk to the Great Deku Tree.

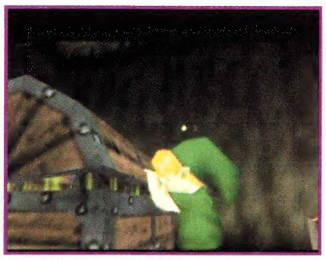
NOTE

YOUR FRIENDS AND NEIGHBORS IN KOKIRI FOREST WILL GLADLY ANSWER QUESTIONS AND GIVE ADVICE ON HOW TO MAKE THE BEST USE OF THE CONTROLLER AND NAVI. AS IN MOST ADVENTURE/RPGS, IT'S IMPORTANT TO TALK TO EVERYONE YOU MEET.

KOKIRI FOREST



1. Link's House
2. Mido's House
3. The Know-it-all Brothers' House
4. Forest Training Center
5. The Kokiri Sword
6. Saria's House
7. The House of Twins
8. The Kokiri Shop
9. The Great Deku Tree



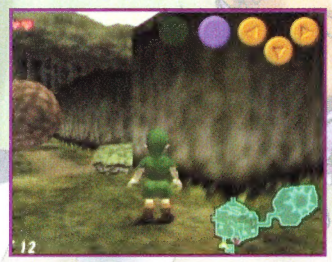
The Forest Training Center and the Kokiri Sword

Left of your treehouse is the Forest Training Center. This obstacle course will teach you all the attacks Link can produce at the start of the game. Read the signs, and then practice the lessons that they teach.

The Kokiri Sword is one of three you'll acquire on your journey. This one is small and light—perfect for a young boy! Equip it by pressing the Start button and switching to the Equipment subscreen. Move the cursor box to the sword and press the A Button. Link's portrait on the screen should now show him wielding the sword.

Of course, you'll need a weapon first! Walk through the maze of fences to the mountainside. There's a small tunnel there called the Hole of 'Z'; a sign encourages you to enter. When the Action Icon on the top of the screen says "Enter," press the A Button and Link will get down on his knees to crawl through the hole.

Return
Cut Grass With Your Sword
If you just swing with , you'll
cut horizontally. If you hold as
you swing, you'll cut vertically.



Use the B Button to draw and swing your sword. Areas in the Training Center will teach you the various thrusts and attacks at your disposal, as well as the finer points of Z Targeting. Practice here until you feel comfortable or have destroyed all the signposts and bushes.

The tall labyrinth on the other end has lots of tips on how to get around Hyrule safely. Put them to use to avoid being flattened by the giant boulder rolling around the aisles.

Because it runs around a circular track, you can follow it safely to the little niche with a big Treasure Chest. Open it and claim your reward!

The Deku Shield and the Art of Finding Rupees

Now that you have a sword, you must find a shield before venturing off to the Deku Tree. A visit to the Kokiri Shop tells you that a Deku Shield will cost you 40 Rupees. That may sound like an awful lot of money to find, but it's actually easy.

Shop List

Item	Price
Arrows	10/20 Rupees
Arrows	30/60 Rupees
Deku Nuts	5/15 Rupees
Deku Nuts	10/30 Rupees
Deku Seed	30/30 Rupees
Deku Shield	40 Rupees
Deku Stick	10 Rupees
Recovery Heart	10 Rupees

Rupees come in a variety of colors, denoting their value.
Green = 1 Rupee
Blue = 5 Rupees
Red = 20 Rupees
Purple = 50 Rupees
Gold = 200 Rupees

You can find them in plots of long grass, streams, and just lying out in the open! Rupees often pop up when you cut down bushes and plants or smash rocks. Sometimes you'll even get them as a reward for doing certain tasks.

Here's a list of ways to find the money you need to purchase the Deku Shield.

- Perform the variety of jumps and attacks the guy at the Forest Training Center requested, and you'll get a Blue and a Green Rupee!

- Look for a Blue Rupee and a Green Rupee in the area behind the Hole of 'Z.'
- Jump on the three blocks across the pond and you'll become "happier" with a Blue Rupee to add to your wallet.
- Look next to the booth in the Kokiri Shop for a Blue Rupee.

- Look in and around Mido's House for three Blue Rupees and a Green one.

- Walk across the bridges at the top of Saria's House to find a Blue Rupee.

- Cut the grass and break some rocks!

Once you've bought your Deku Shield, equip it and head over to the pathway on the eastern side of the village. It's right next to the Shop, so you won't have to look far! There, the smug Mido blocks the road to the Great Deku Tree. He checks to see if you have the appropriate items (shield and sword), and then waves you through.

It's time to help the Great Deku Tree. Are you ready?

Note

Most of the time you won't have to buy your own equipment and weapons. Items such as Deku Sticks, Deku Nuts, and Deku Seeds are found all over the Deku Tree and are free for the taking. Buy at shops only when you absolutely must!

Deku Baba
Though it looks withered, it will hurt you if you touch it!
You got a Deku Stick!
On the Select Item Subscreen, you can set it to C or C.

Carnivorous plants called Deku Babas guard the path to the Great Deku Tree. They'll hurt you if you get too close, but the reward for cutting them down is great. Use the Z Trigger button to lock onto the target; then draw your sword and slice them in two. A Deku Stick will pop out as a reward. You can use this item as a weapon, but it's more commonly used as a torch. Equip it to one of your C buttons on the Select Item screen.

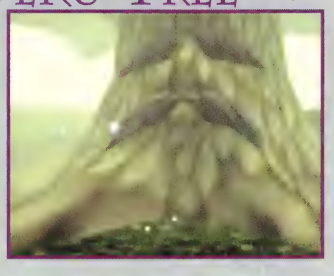
Deku Baba

This monster comes in two flavors—moving and stationary. The first ones you encounter on your way to the Great Deku Tree stand stiffly, counting on you to come too close and prick yourself. When you destroy them, they'll always yield a Deku Stick, so take that as a hint when you find this type of Deku Baba in a dungeon.

The chomping variety wave their heads about, hoping to take a bite out of you. When you slice them with your sword or stun them with a Deku Nut, they'll stand straight up, and if you kill them in this position, they'll yield a Deku Stick. Kill them any other way, and you'll receive a Deku Nut.

Because the Deku Baba are quick to regenerate, you can use them to practice your attack skills before you enter the Deku Tree. If your injuries get too severe, run back to Saria's House and pick up some of the Recovery Hearts from the floor. She won't mind.

The Great Deku Tree

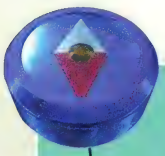


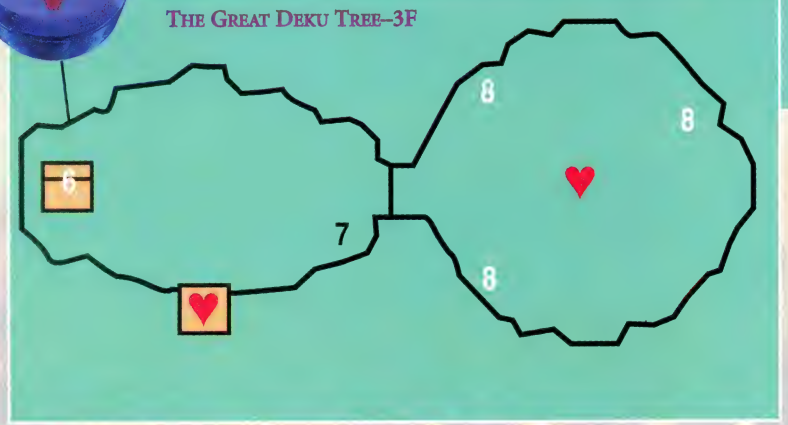
The Great Deku Tree has been cursed. It's up to you to enter the tree and battle the forces of evil. This is the first dungeon you'll face, and it's a model of those to come. Inside you'll find monsters and treasure of different types. You can use some items, such as the Map, Compass, and Keys, only in the Dungeon you found them in; others will refill your coffers and upgrade your Weapons and Armor.

OBJECTIVES:

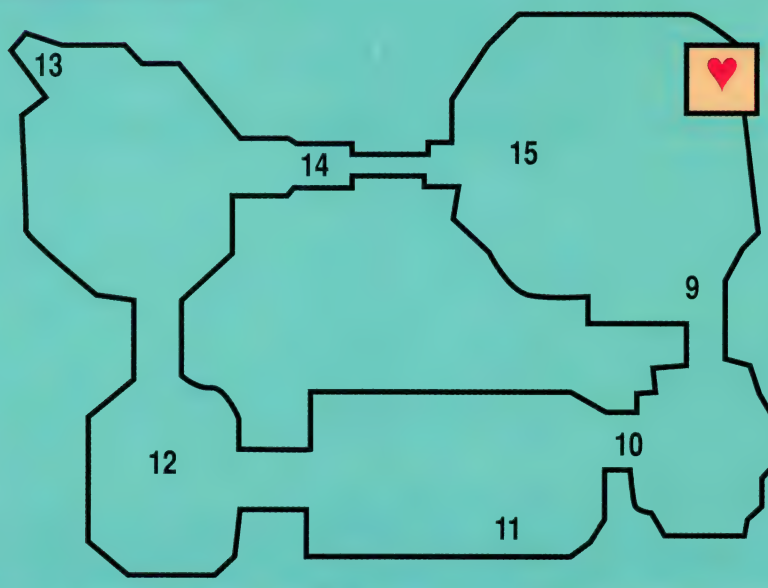
1. Find the Fairy Slingshot
2. Defeat Queen Gohma

1. Climb the "rough" walls.
2. Acquire the Dungeon Map.
3. Acquire the Slingshot.
4. Knock the ladder loose with the Slingshot.
5. Climb the walls to 3F.
6. Acquire the Compass.
7. Light the torch with a Deku Stick.
8. Jump straight down and break the web on 1F.
9. Use a Deku Stick torch to burn away the cobwebs.
10. Shoot the Eye Switch to open the door.
11. Dive down and press the switch to lower the water level.
12. Light the torches to open the door.
13. Bomb this wall later on.
14. Crawl through the hole.
15. Burn away the cobwebs.
16. Defeat the three Deku Scrub Brothers.

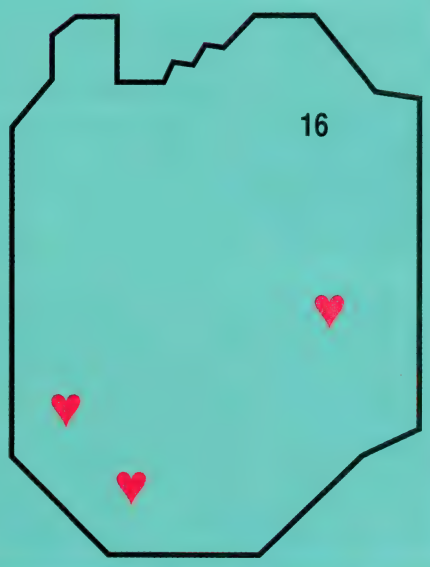




THE GREAT DEKU TREE–B1



THE GREAT DEKU TREE–B2



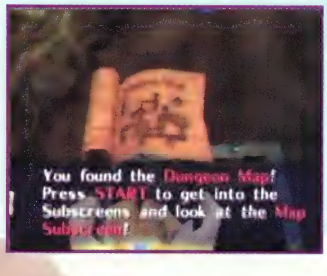
THE MAP

Walk through the mouth of the Deku Tree to find yourself inside a large tree. In the center, a large spider web covers a pit that leads to a pool of water. Navi tells you the only way to break it is to jump on it from a high place. Three Deku Babas guard the web. Unlike those outside, these will actively snap at you when you're in range. You must hit them twice before they die and yield a Deku Nut or a Deku Stick.

Climb the ladder or the vines on the northeast wall to the spiral walkway above. Keep an eye out for these rough walls: often they lead to secret rooms, Treasure Chests, or exits!

About halfway up, you'll come to a big Treasure Chest. These mark the presence of one of the dungeon's crucial treasures. Acquiring items such as the Map, Compass, and the Special Item (in this case, the Slingshot) is usually integral to completing your tasks in the dungeon. The Small Chests, on the other hand, hold supplies, Recovery Hearts, and Small Keys.

The first Treasure Chest contains the Dungeon Map. This replaces the Hyrule Map in your subscreen block and shows floorplans for every floor in the Dungeon. Blue areas indicate places you've visited already, and the flashing area marks your current position.



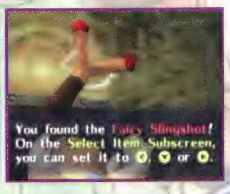
NOTE

THE DUNGEON MAP IS USUALLY THE FIRST BIG TREASURE YOU'LL FIND WHEN EXPLORING A NEW DUNGEON. NEXT COME THE COMPASS AND THE SPECIAL ITEM, IN ORDER OF IMPORTANCE.

The Slingshot

Climbing the vines on the wall above and around the Map Chest sounds like a good idea, but the spiders nesting there prevent you from getting far. Because your sword is useless when you're climbing, you need another weapon—a projectile one —to proceed.

Don't get discouraged, though. Farther up the walkway, you'll find another door. Walk through it only to find your exit from the room barred. A Deku Scrub lurks in the middle of the room. These leafy creatures pop out of the ground and shoot Deku Nuts at their unwitting adversaries. Raise your shield using the R Button and deflect the nut back at the Scrub. When you score a hit, the Deku Scrub jumps up and runs around the room. Attack it, or merely stand on top of its home, and it will surrender immediately, leaving behind a Recovery Heart and some advice.



When you defeat the Deku Scrub, the doors unbar and you can proceed into the room beyond. Here you find a large chasm bridged by one floating platform. The platform gives way as you cross over them, so be quick to jump to the other side. In the Treasure Chest there, you'll find the Fairy Slingshot.

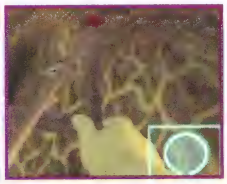
Note

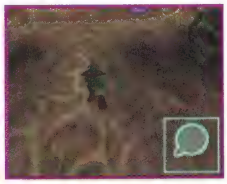
If you fail and fall into the chasm, don't worry. The rough, vine-covered walls will take you back to the top.

You have the Slingshot, so now where do you go? There seems to be no way back to the other side! The platform bridge is gone and the vine-covered walls lead only to a Recovery Heart-filled Small Chest or back up to the Slingshot platform. Navi helps you out here and points to a ladder suspended in the cobwebs above the platform with the door. Use your new Slingshot, primed with Deku Seed, to knock down the ladder.

Make your way across the chasm and climb up!

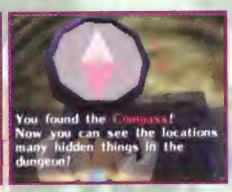
The Compass



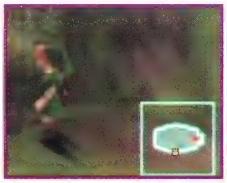


Back in the trunk, use the Slingshot to shoot down the clinging Skullwalltula; then climb the wall to the top of the tree.

Three openings overlook the spider web on the ground floor, guarded by Big Skulltulas. Their weak point is their soft underbellies. Wait until they spin around and show their stomachs before striking. If you hit their hard, protective skulls, you'll cause no damage, but your sword stroke will cause the spider to swing violently from its web. If it hits you, you'll take damage.



Walk through the door to the west to find yourself in another locked room. Stepping on the floor switch to the right raises the grassy platforms in the room's sunken area. Jump from platform to platform to the other side. The Treasure Chest there holds the Compass. This works in conjunction with the Dungeon Map to show Treasure Chest locations and the Boss Arena. It also tracks your current location on the onscreen map—helpful when you're lost.

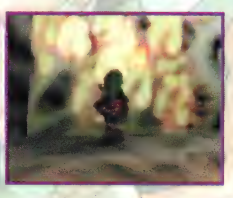


A Big Skulltula guards this room's other niche. After defeating it, open the Small Chest to get the Recovery Heart; then kill the curious-looking spider on the back wall. Navi can't get a fix on it, so you must rely on your own skill. Two hits with your sword or Slingshot is enough to turn this Gold Skulltula into a Gold Token. Collect these to earn certain items or equipment upgrades, such as a larger wallet.

To get out of this room, turn to Navi, who points out a smoldering torch beside the door. Use your Deku Stick and put the end in the lit torch to set it on fire. Then run to the other torch and light it with your burning stick. The bars slide away, leaving you free to go.

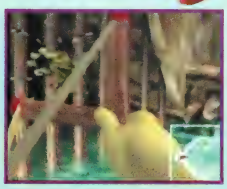
Breaking Through the Web

From your lofty perch (once you've cleared away those Big Skulltulas again), you can see the web below. This looks like a good place to jump. Walk to the end of the platform and drop off. The trick is to take your fingers off the control stick once Link is falling to concentrate all his force into hitting the web. If you press the control stick forward even slightly, Link will fail to break through.



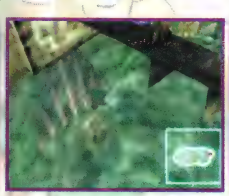
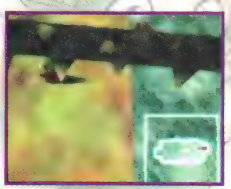
Once through, Link falls into a pool of water in the basement area of the dungeon. The east platforms are easy to access, but the south one (containing the entrance to Floor B2 and the Boss Arena) isn't. The door on the southeast platform is covered with cobwebs. Step on the floor switch to light the concrete torch on the northeast stage, and then light a Deku Stick. Jump across by wading through the shallow section and then jumping to dry land. Then hurry to the web.

Note



This room is home to two Gold Skulltulas! Don't forget to collect their Tokens!

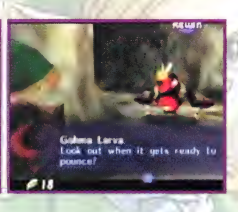
The doorway leads to a room with another Deku Scrub. This one will tell you how to defeat its brothers below, so pay attention! To open the next door, shoot the eye above the doorframe with your Slingshot.

The next room is filled with water. You must cross over to the other side on the raft. First, however, lower the water level by diving down to the switch on the left side. This enables you to ride the moving platform under the spiked log safely.

Defeat the Big Skulltula on the other side; then grab hold of the block marked with a crescent and push or pull it to the end of the indented tracks. Now you can use it to climb to the platform and door above.

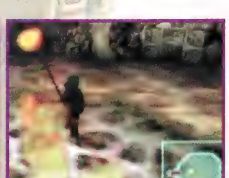
The third room in this sequence is home to three Deku Babas and two unlit torches. Use your Deku Sticks to light them and continue.



A Big Skulltula blocks the passage into the fourth chamber. As you enter the room, it appears as though a few measly Deku Baba are all you must defeat here. Look up at the ceiling, however: the wriggling balls hold the larvae of Queen Gohma, and they'll fall to the ground and break open when you walk under them. These beasts are tough to beat once they hatch, but a shot from your Slingshot takes them out easily while they're still attached to the ceiling.

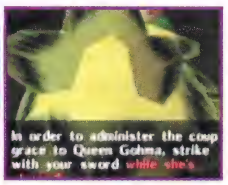
Burn away the cobwebs over the northwest wall to uncover a bricked-up opening. Return here when you have Bombs in your inventory.

Take the east route. Burn away the cobwebs and crawl through the tunnel to the other side.



You're back where you started, but at the top of the west platform. Spider webs block the way down to floor B2, and the only flame in reach is on the other side.

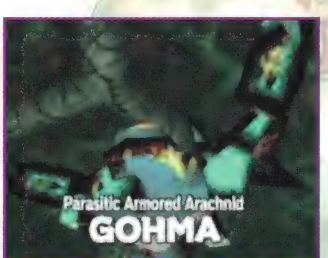
Push the crescent block off the platform into the water. Now you can use it as a sort of bridge between the two platforms. Light a Deku Stick and jump over the water to the web. Using a Roll attack, set the cobwebs on fire and fall to the water below.



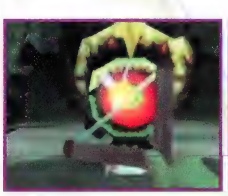
When you swim to shore, you'll find the Deku Scrub brothers waiting. Attack them in the order the first one recommended—middle first, then the right, and finally the left. Remember, it's 2–3–1! When they acknowledge their defeat, they'll give you a hint on how to defeat Queen Gohma.

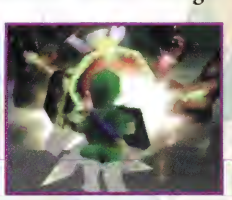
Parasitic Armored Arachnid: Gohma

When Link steps through the door, it slams shut behind him—he's trapped in Queen Gohma's lair. The area is devoid of features except for massive roots from floor to ceiling, and the occasional patch of wild grass.



Link ventures a few steps into the chamber and notices a single red and yellow eye gazing at him from the shadows high above. Queen Gohma descends and the battle begins.





Wait for her eye to shine red before stunning her with a Deku Seed from your Fairy Slingshot! Then move in close and attack with your sword before she regains her senses.

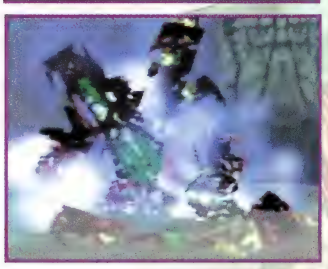
Tip

If you need a few hearts, dive for the ones in the water near the Deku Scrub trio!

TIP

USE THE Z BUTTON TO TRACK THE QUEEN'S MOVEMENT AS SHE ASCENDS THE WALLS OR ROOTS TO THE CEILING. WHEN SHE GETS THERE, USE THE SLINGSHOT TO SHOOT HER DOWN BEFORE SHE HAS THE CHANCE TO DEPOSIT A BATCH OF GOHMA LARVAE.

Once she's been hit, Gohma retreats to the safety of the ceiling. After a glare, she begins to drop her eggs. If Gohma sends her hatchlings down from above, concentrate on them: the queen won't attack you while the hatchlings scurry about. And remember, they'll lunge forward to attack Link only when their single eye turns red.



It takes eight solid hits with the sword to bring the queen's reign to an end. When the final blow is delivered, the queen is consumed in a blast of white energy.

TIP

IF YOU'RE TOO LATE TO STOP GOHMA FROM DROPPING HER CHILDREN, YOU CAN ELIMINATE THEM WITH A SINGLE SWIPE OF YOUR BLADE OR AN ACCURATE SHOT FROM THE SLINGSHOT BEFORE THEY HATCH!

Having defeated the source of the curse poisoning the Great Deku Tree, Link's reward appears in the form of a Heart Container. It not only increases his life energy by one heart, but also refills any empty containers.

Thou hast verily demonstrated thy courage...
You got the Kokiri's Emerald!
This is the Spiritual Stone of the Forest, now entrusted to you by the Great Deku Tree.

Stepping into the blue glow transports our hero back to the surface in front of the Great Deku Tree. After a brief history of events leading to the creation of the Triforce, Link is rewarded with the Spiritual Stone of the Forest—Kokiri's Emerald!

THE QUEST FOR THE SPIRITUAL STONES

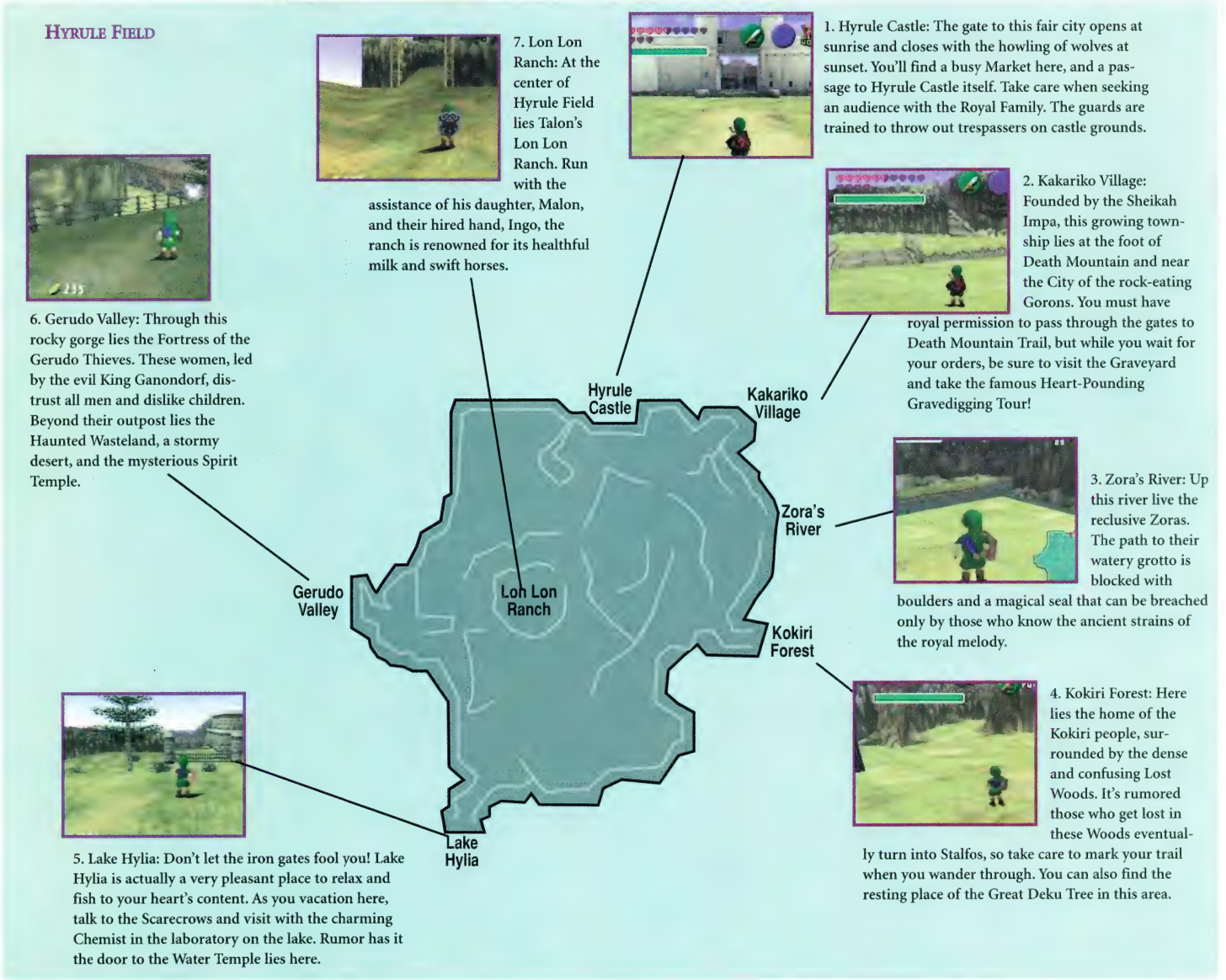
Hyrule Field

With the Kokiri's Emerald in hand, and orders to visit Princess Zelda at Hyrule Castle, it's time to leave the only home you've ever known and explore the outer world of Hyrule.

Before you cross the bridge into Hyrule Field, however, your best friend Saria stops you and gives you a Fairy Ocarina as a remembrance of your friendship. It may not seem like much now, but the songs you play on an Ocarina seem to hold a special magic here in Hyrule and will play a large role in your quest.

A Map of Hyrule Field

Hyrule Field is the center of the Kingdom of Hyrule. Passageways to all the major cities and landmarks lie around its perimeter. Although you may not be able to gain entrance to all locations at the present time, it's useful to know where everything is.



1. Hyrule Castle: The gate to this fair city opens at sunrise and closes with the howling of wolves at sunset. You'll find a busy Market here, and a passage to Hyrule Castle itself. Take care when seeking an audience with the Royal Family. The guards are trained to throw out trespassers on castle grounds.

2. Kakariko Village: Founded by the Sheikah Impa, this growing township lies at the foot of Death Mountain and near the City of the rock-eating Gorons. You must have royal permission to pass through the gates to Death Mountain Trail, but while you wait for your orders, be sure to visit the Graveyard and take the famous Heart-Pounding Gravedigging Tour!

3. Zora's River: Up this river live the reclusive Zoras. The path to their watery grotto is blocked with boulders and a magical seal that can be breached only by those who know the ancient strains of the royal melody.

4. Kokiri Forest: Here lies the home of the Kokiri people, surrounded by the dense and confusing Lost Woods. It's rumored those who get lost in these Woods eventually turn into Stalfos, so take care to mark your trail when you wander through. You can also find the resting place of the Great Deku Tree in this area.

5. Lake Hylia: Don't let the iron gates fool you! Lake Hylia is actually a very pleasant place to relax and fish to your heart's content. As you vacation here, talk to the Scarecrows and visit with the charming Chemist in the laboratory on the lake. Rumor has it the door to the Water Temple lies here.

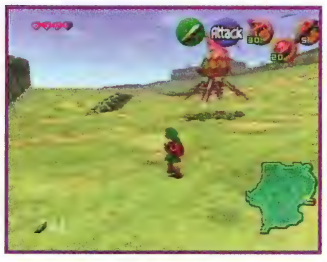
6. Gerudo Valley: Through this rocky gorge lies the Fortress of the Gerudo Thieves. These women, led by the evil King Ganondorf, distrust all men and dislike children. Beyond their outpost lies the Haunted Wasteland, a stormy desert, and the mysterious Spirit Temple.

7. Lon Lon Ranch: At the center of Hyrule Field lies Talon's Lon Lon Ranch. Run with the assistance of his daughter, Malon, and their hired hand, Ingo, the ranch is renowned for its healthful milk and swift horses.

PATH TO THE CASTLE

As you leave Kokiri Forest, you will meet the owl, Kaepora Gaebora, who will give you handy tips throughout your journey. From Kokiri Forest, follow the sandy road northwest, where you'll see the imposing walls of Hyrule Castle. During the day, the city is open to everyone, but at night the castle's drawbridge closes tight against roaming monsters. Travelers are denied entrance until daybreak.

In this area, time flows freely (unlike towns or dungeons where time stops), presenting a whole new set of problems. When the sun sets, parties of undead Stalchildren push their way out of the ground and attack innocent travelers. The best way to avoid them is to keep on the move until sunrise. Standing still provokes wave after wave of ambushers. Fortunately, sunlight causes them to withdraw—even in the midst of battle.



The field's other source of danger is the large, plant-like pods found in grassy spots all over. These monsters, called Peahats, lift into the air with whirling leaf blades when interlopers draw near. To defeat them, you must walk beneath them, avoiding their dangerous blades, and hit their roots with your sword. Eventually they'll explode, sometimes filling the air with Rupees.

If you try to run from them, or attack them at night when they're sleeping, Peahats will disgorge larvae that track you down and attack with their own miniature whirling blades. Block these attacks with your shield and send them reeling, or hit them with a sword slice to defeat them.

NOTE

WHEN LINK BECOMES AN ADULT, THE PEAHATS AND STALCHILDREN DISAPPEAR. INSTEAD, LINK CONFRONTS POES, PRODUCTS OF THE HATRED SPREAD DURING GANONDORF'S EVIL REIGN.

HYRULE CASTLE

Northwest of Kokiri Forest lies Hyrule Castle—and Princess Zelda. The Castle lies behind a city of shops and game centers. This is a good place to stop and browse or try to win more Rupees or valuable prizes. Talk to all the townspeople (especially the little red-haired girl) before trying to enter the castle.

OBJECTIVES:

1. Talk to Malon.
2. Get the Weird Egg and wake Talon.
3. Sneak past the guards into the Castle.
4. Talk to Princess Zelda.
5. Learn "Zelda's Lullaby" from Impa, the Princess's attendant.

HOW TO REACH THE PRINCESS

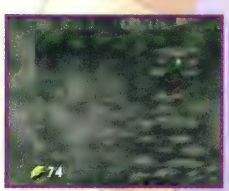
If you're in a hurry, by all means bypass the fun of the Market and head straight through to the Castle. Before leaving, however, make sure you talk to Malon, the red-haired girl standing in the middle of the square. She's searching for her missing father, last seen delivering milk to the Castle. You're going that way, so be sure to keep an eye out for him.

The Castle lies behind the town and marketplace, protected by zealous guards. They won't let you just walk in, so you must find a way to sneak in. A vine on the right side of the path takes you to a ledge that's flush with the gates. You can climb down through the hole or just jump to the ground below.

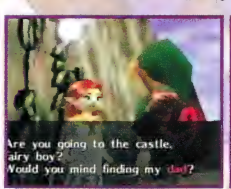
Note

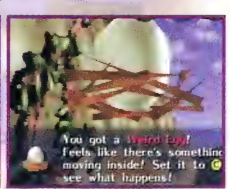
The path directly ahead of the gate is marked a dead end. The boulder propped suspiciously against the wall should make you stop and wonder what it hides. Remember this spot and return to it after you acquire the Bomb Bag. The Great Fairy in the small cavern beyond will make it worth your while!

To reach the Castle itself, you must navigate past the guards stationed on the roadside and before the internal gates. From the top of the gate, you can see the positions of the four guards closest to you. These are the hardest to pass, so if you make it, you're almost home. From the bottom of the gate, follow the path until you get midway between the bend and the guards ahead. Then walk northwest up the incline to your left, and then over to the mountain wall on the left, bypassing the road and the guards.



You'll find a rough spot on the wall you can climb to reach the castle moat. Jump into the water from there, because on dry ground you're visible to the guards at the front gate. Besides, the drawbridge is up, so you can't walk in the front door. Swim along the front of the building (or let the current carry you) to the corner at the end, where you can stand up and walk out. Then head around the corner, where you'll come to a couple of milk crates and a sleeping delivery man.



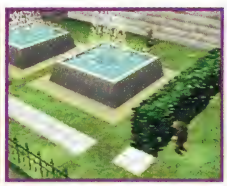


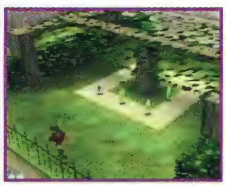
Obviously, the man is Malon's father, Talon, and he's so deeply asleep he's almost unwakeable! Only one thing will do the trick, but you must get it from Malon first. If the guards caught you on your way in, you must have noticed Malon standing near the vines when you returned to climb them. She appears only after that incident, or once the sun sets. When you talk to her, she gives you a special egg she's been incubating for this purpose. When this Weird Egg hatches in the morning, use the newly born Cucco to wake her dad.

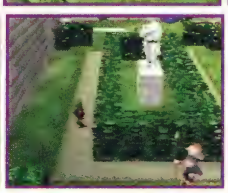
After Talon runs off, push both crates into the water to build a tower high enough that you can jump from it to the narrow ledge on the castle wall. Stand in front of the Triforce crest and press the A Button to enter the water conduit.

Tip

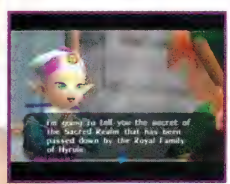
Entering the castle at night is a sure way to get caught by the guards!







On the other side, you'll find security even tighter, forcing you to tread carefully through each part of the courtyard until you reach Zelda. Watch the guards' patterns carefully before you make your next move, and make sure they're facing away from you. You must negotiate five screens before you finally reach the Princess. Getting caught puts you out at the moat again.



When talking with Zelda, you have no choice but to agree to do her bidding. From her you learn more about the Triforce, and of her concerns about a certain King of the Thieves, a man who looks much like the figure in your dreams.

At the conversation's end, you find yourself charged with retrieving the other two Spiritual Stones and opening the Door of Time to protect the Triforce. A Letter of Introduction with Zelda's signature will help you in your quest.

Impa, Zelda's attendant, leads you safely back through the Castle and on to Hyrule Field. She will also teach you your first Ocarina song. This tune, "Zelda's Lullaby," is known only by the members of the Royal Family and is a sign of royal patronage. Play it in places marked by the Triforce crest or whenever proof of official royal business is required.

Fun and Games at the Hyrule Castle Market

Once you're inside the Castle town walls, you'll want to take a look around. There are many places to go here, and many opportunities to win money, inventory upgrades, or pieces of Heart Containers. Don't be afraid to spend time here—the rewards are worth it.

1. Bazaar

Looking for equipment, or a good deal on a new shield? The Bazaar at Hyrule Market is the place to go! You'll find equipment from arrows to shields and at reasonable prices, too. They offer discounts to members of the Hylian Guard.

Bazaar

Item	Cost
Arrows	10/20 Rupees
Arrows	30/60 Rupees
Arrows	50/90 Rupees
Bombs	5/35 Rupees
Deku Nut	5/15 Rupees
Deku Stick	10 Rupees
Hylian Shield	80 Rupees (60 Rupees with Kakarikan Guard's Discount)
Recovery Heart	10 Rupees

2. Potion Shop

Next to the Bazaar, you'll find the bizarre and helpful Potion Shop. The folks here stock powerful healing potions as well as bottled ghosts, Fairies, and Bugs. The only catch is you must have a Bottle to carry your purchase in. Where can you find a Bottle…?

Potion Shop

Item	Cost
Blue Fire	300 Rupees
Bottle Bug	50 Rupees
Deku Nut	5/15 Rupees
Fairy's Spirit	50 Rupees
Fish	200 Rupees
Green Potion	30 Rupees
Poe	30 Rupees
Red Potion	30 Rupees

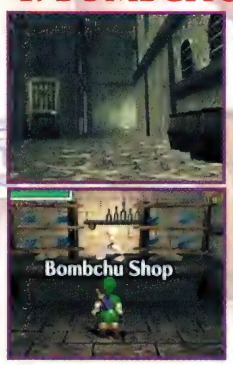
3. Happy Mask Shop

This new type of shop allows you to borrow a mask to sell it to other interested parties. When you sell one type of mask, an entirely new one becomes available. Each mask has a suggested retail price, but you can sell it for whatever you like. On some you'll make a profit; on others you might lose money. If you can sell all four of their regular masks, new ones open up for your use, including the awesome Mask of Truth! Listen to what people say and try to match masks with their desires!

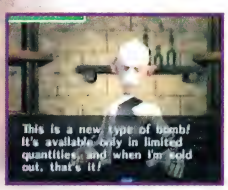
Note

This shop opens only after you talk with the Guard at the Death Mountain Trail gate in Kakariko Village.

4. Bombchu Shop



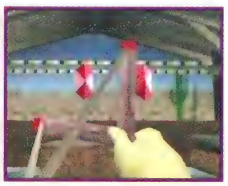
Open only at night, this shop is an outlet for a new style of Bomb. When you set them down, the Bombchu scurry until they either run into something or reach the end of their fuse. This shop, however, has only a limited quantity, so once they're gone, they're gone.



Bombchu Shop

Item	Cost
Bombchu	10/100 Rupees (4 Sets)
Bombchu	20/180 Rupees (4 Sets)

5. Shooting Gallery



Practice your Slingshot skills here and you could earn a larger Bullet Bag or Rupees. It's only 20 Rupees per game.

6. Bombchu Bowling Alley

This high-tech game is open 24 hours a day, and you can play only after you have obtained the Bomb Bag. A variety of prizes are on hand for you to win and they appear randomly, encouraging you to play until you win them all. With items like a Piece of Heart and bigger Bomb Bags, you'll want to play all the time! Cost: 30 Rupees per game.

7. Treasure Box Shop

This game requires more luck than skill, but at 10 Rupees per game it's worth a shot to see if you can make it to the final room. Basically, each treasure room has two chests in it. One holds a Rupee and the other a Silver Key. If you find the Silver Key, you can advance to the next room. Otherwise, you get the Rupee, but the game is over. Make the right choice five times in a row and you'll win the big prize—a Piece of Heart the first time, a Purple Rupee thereafter!

8. Pooch Lady's House

This nighttime game is free, and you'll get to help out a citizen. The Pooch Lady from the daytime Market is missing her white terrier and she's very worried about him. Pick him out from the packs of dogs roaming the dark streets of Hyrule Castle and lead him home. If your choice is correct, the lady will give you a Piece of Heart as a reward!

Tip

The owner doesn't let people use glasses to help them play the game, but he won't notice if you bring along the Lens of Truth!

Note

When Link grows to adulthood, you'll find all the inhabitants and stores of Hyrule Market have relocated to Kakariko Village. This must be the result of the nasty ReDead infestation in the Castle and its immediate surroundings.

Lon Lon Ranch

In the middle of Hyrule Field is a ranch renowned for the healing power of its milk. Its fine racing stallions aren't bad either. Stop there on your way to Kakariko Village to pick up a variety of items, but most importantly to set the stage for winning your own horse later in the game.

Objectives:

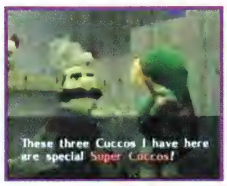
1. Win a Bottle from Talon.
2. Learn "Epona's Song" from Malon.

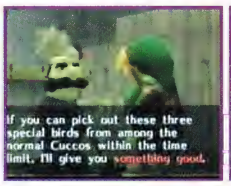
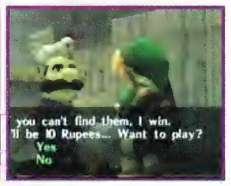
Lon Lon Ranch

1. Talon's House
2. The Stables
3. The Corral
4. The Storage Shed

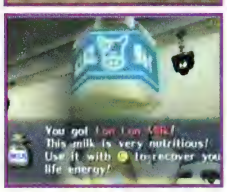
Spot the Super Cuccos, Win a Bottle (Milk Included)!

When you enter Talon's house, you'll find him sitting on the floor surrounded by Cuccos. On the table and in his lap are three "Super" Cuccos; if you talk to him, he'll challenge you to pick out these special hens from the rest of the flock.



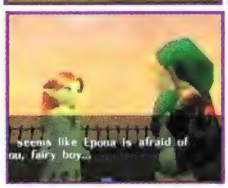

If you can pick out these three special birds from among the normal Cuccos within the time limit, I'll give you something good.


For 10 Rupees, Talon gives you 30 seconds in which to pick out his moneymaking chickens. If you win, you get a Bottle full of Lon Lon Milk. You need a Bottle in which to keep things such as potions, Fairies, and even fish, so play this game until you win.



There's no easy way to distinguish between the regular and Super Cuccos, so you must rely on luck—or a little trickery. You can pen up the regular Cuccos in the niche between the stairs and the table Talon is resting against, where they'll stay out of your way during the game. When Talon tosses his three Super Cuccos into the room, he'll be surprised you could find them so fast but won't realize why.

Epona



In the center of the corral, the little red-haired girl from Hyrule Castle tends to her pony. When Malon tries to introduce you to her favorite horse, Epona, the little pony runs away in fright. You'll never ride that horse as an adult unless you figure out how to tame her now!

Malon gives you a clue when she asks if you want to sing a song with her. This is her subtle way of suggesting you use your Ocarina. Equip it and she'll ask if you want to play her song on that Ocarina. The song she teaches is "Epona's Song," and its soothing melody draws the little pony Epona immediately to your side. Remember this in the future!

Tip

Whenever anyone mentions music in your presence (or plays an instrument), always pick up your Ocarina and offer to play. You might learn a new song or get some valuable information!

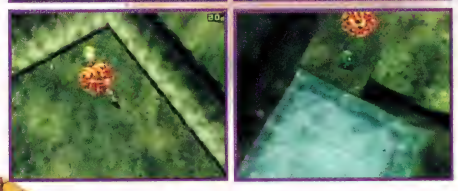
The Lost Woods

By now, Navi will be hinting strongly that a visit to your best friend Saria is in order. So it's back to Kokiri Forest you go! But when you get there, you find Saria's House deserted. Your friends say she's waiting for you at your "usual" spot. Hmmm …

OBJECTIVES:
1. Find Saria.
2. Learn "Saria's Song."

Your "usual" meeting spot lies in the Sacred Forest Meadow, at the end of the Lost Woods. This misty forest is the easiest place to get lost in, with trails to numerous areas or back to the entrance at Kokiri Forest.

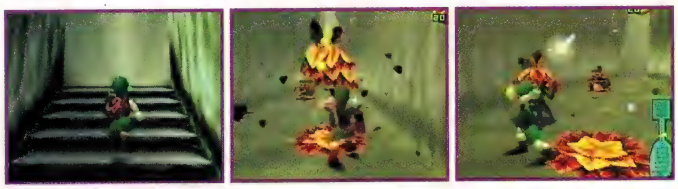
This time, you're led through the Lost Woods by the sound of Saria's Ocarina. Whenever you're unsure where to go, just listen at the tunnel entrances for that sound. You won't hear a thing in the wrong passageways.



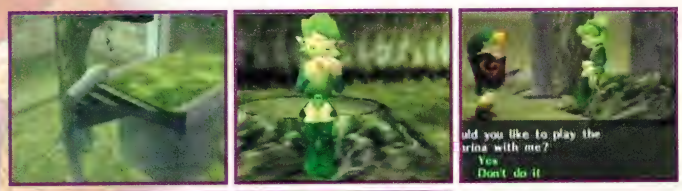
At the end of the road, you'll find yourself in the Sacred Forest Meadow.

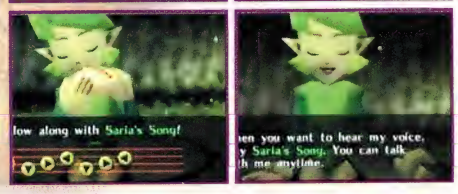
To open the gate, you must defeat the Wolfos guarding the meadow. Wait until he spins around and then attack his back. Inside the Hedge Maze, Mad Scrubs guard every corner. As with Deku Scrubs, you must reflect their ammo back at them and then kill them with your sword as they run around.

At the other end, a ladder leads to the top of the hedges. Jump down into the middle of the square hedge and into the hole to find the first of many Fairy Fountains. Here you can heal yourself or capture Fairies in Bottles for later use.

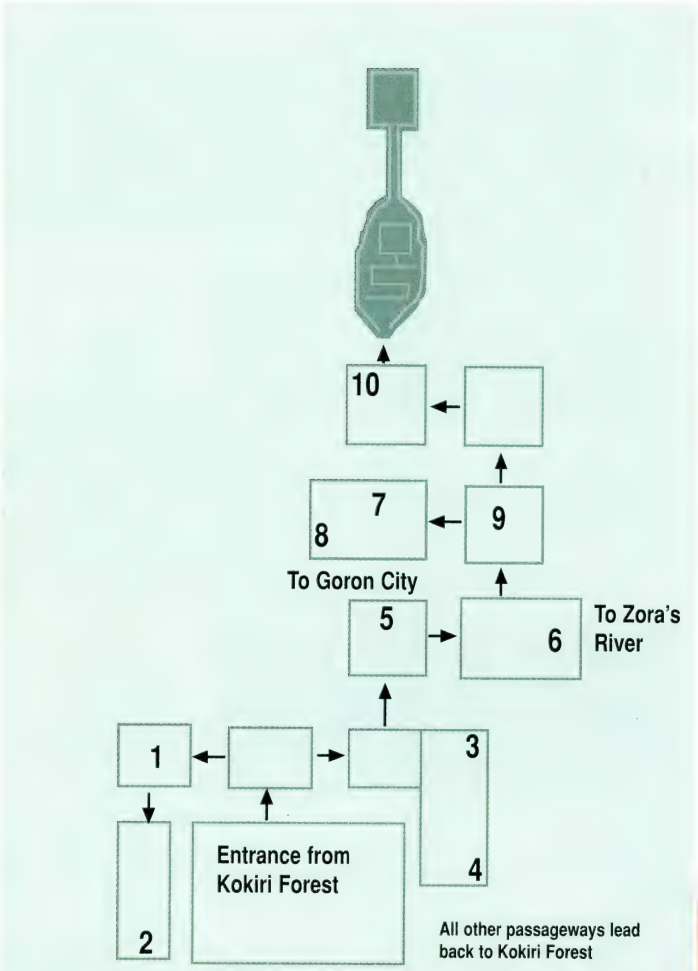


After defeating the two Mad Scrubs blocking the long passage to the Forest Temple, you find Saria sitting on a tree stump, playing her Fairy Ocarina.





She teaches you "Saria's Song," an upbeat Kokiri tune. Besides its intrinsic ability to lift people's spirits, "Saria's Song" also allows you to talk with Saria over long distances. If you need a hint and Navi's not revealing much, give Saria a call.

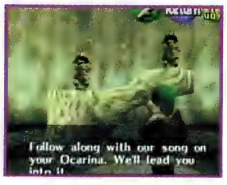


Guide to the Lost Woods

1. The Skull Kid on the log needs someone to accompany him. Play "Saria's Song" while standing on the stump opposite him and you'll be rewarded with a Piece of Heart.

2. The Business Scrub on the south side of this room will sell you the ability to carry more Deku Sticks for 40 Rupees. What a bargain!

3. Hit the target with your Slingshot. If you can score three bull's-eyes in a row, you'll win a bigger Bullet Bag.

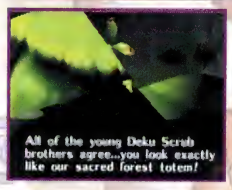


4. Test your memory in a jam session with the two Skull Kids on the tree trunk. Win Rupees and a Piece of Heart if you survive through three rounds!

5. Under the arch here lies the doorway to Goron City. To use it, though, you must have Bombs on your person: boulders block the path. Of course, the next time you're in Goron City, you might want to clear the path from *their* side.

6. At the bottom of the pool, you'll find a doorway to Zora's River. It's deep, so make sure you have the Silver Scale before you dive.

7. Defeat the two Business Scrubs here and they'll offer to sell you items at extremely inflated prices!



8. The hovering butterflies mark a Hidden Hole. Below you'll find the Forest Stage. Try your masks out on these discriminating critics!

9. Until you visit Princess Zelda, you can go no farther than this room. After you receive your official mission, though, the passage opens to the Sacred Forest Meadow.

10. In the Hidden Hole beneath this boulder, a Business Scrub will grant you the ability to carry more Deku Nuts—for a price!

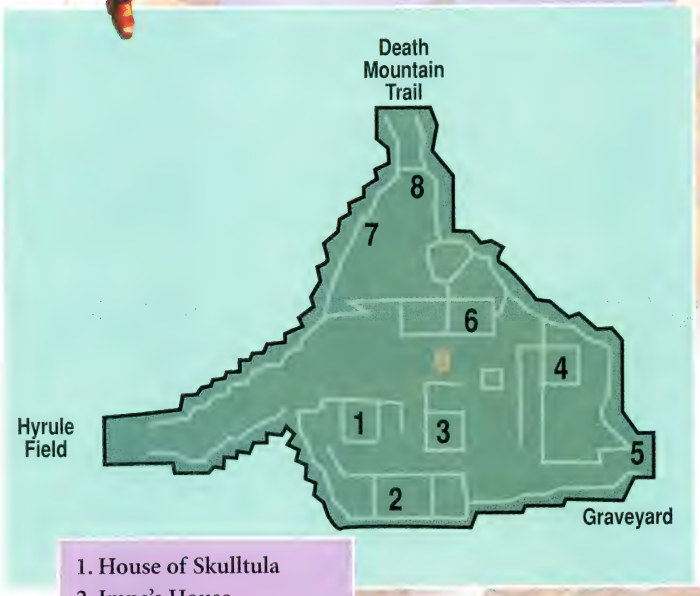
Kakariko Village

Nestled in the foothills of Death Mountain, Kakariko Village is a busy little town undergoing a construction boom. As you enter, you'll find the Carpenter Boss standing near a tree, bemoaning the incompetence of his four workers and his son. This is a warning—the people of Kakariko Village are different.

As you wander through the town and its Graveyard, you'll find a woman who tends Cuccos (or tries to), even though she's allergic to them; a family turned into Skulltulas because of a curse; a young boy who wants to be a gravedigger, and others. You'll also have several opportunities to earn different items that will help you in your quest. You're not required to spend time in Kakariko Village beyond what it takes to show the guard at the Death Mountain Trail gate your pass from Zelda, but it's recommended you do.

OBJECTIVES:

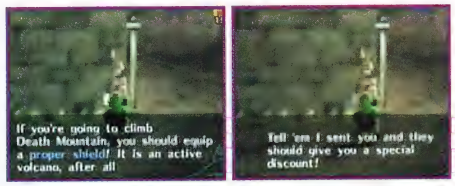
1. Find the gate to Death Mountain.
2. Show the guard Zelda's Letter.



1. House of Skulltula
2. Impa's House
3. Unfinished House
4. The Windmill
5. Graveyard Entrance
6. Granny's Potion Shop
7. The Little Boy's House
8. Gate to Death Mountain

The Straight Path to Death Mountain Trail

When you enter the city the first time, you may find its layout a bit confusing. If you head up the long staircase to your left, you'll end up at the gate marking the entrance to Death Mountain Trail. If you're in a hurry to get the Spiritual Stone of Fire, as commissioned, you need only show your letter from Zelda to the guard. He'll open the gates, after first lecturing you on the need for a stronger shield.


If you're going to climb Death Mountain, you should equip a proper shield! It is an active volcano, after all
Tell 'em I sent you and they should give you a special discount!

The shield he refers to is the Hylian Shield used by guards throughout the Kingdom. If you decide to return to Hyrule Castle and the Bazaar in the Market to buy one, mentioning his name gets you a discount. You also can find one in a crypt in the Graveyard, if you're inclined to rob graves. The bottom line, however, is that the Hylian Shield is nice, but ultimately unnecessary at this time. Unlike your Deku Shield, it's too heavy to lift and hold in front of you as a defense. Its only advantage is that it's heat-resistant and won't burst into flames at its first contact with fire, as your Deku Shield will.

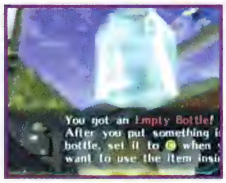
The guard also tells you about the opening of the Happy Mask Shop in the Hyrule Castle Market and asks you to look for a "popular" mask for his son. This isn't in return for the shield discount, but because he really can't leave his post—ever.

Other Things to Do in Kakariko Village

This is a large village, and you'll find many things to distract you. You can help the Cucco Lady corral her Cuccos in return for a Bottle; you can go hunting for Gold Skulltula Tokens during the evening and win rewards for gathering certain amounts; and you can take the Heart-Pounding Gravedigging Tour in the Graveyard and unearth many things. The possibilities, and the rewards, are numerous.

CORRAL THE CUCCOS

You, little boy, please!
Please help me bring them back to this pen!
Thank you for finding my Cuccos. I have allergies, so I get goose bumps when I touch them.



The Cucco lady has a problem. All her Cuccos have escaped from their pen and she can't get them herself because of her allergies. If you help her out, she'll give you a big reward.

Seven Cuccos are missing, and you must carry them one at a time. You also must use a Cucco to flap you to certain out-of-the-way spots, where you'll find another Cucco (or two). Sound complicated? Here's where you'll find all seven birds.

- at the entrance to Kakariko Village
- penned up near the Skulltula House
- under a crate
- behind the Windmill
- next to the Graveyard Boy's House
- in the yard behind Granny's Potion Shop (requires another Cucco to obtain)
- near the pen

THE SKULLTULA HOUSE

TIP

IT'S A LITTLE-KNOWN FACT, BUT CUCCOS MAKE GREAT TRAVELING COMPANIONS. WHILE HOLDING THEM, LINK CAN JUMP OFF PLATFORMS AND GLIDE TO AREAS HE MIGHT NOT BE ABLE TO REACH OTHERWISE. THIS IS HELPFUL NOT ONLY IN THE CUCCO-FINDING GAME, BUT WHEREVER LINK FINDS A STRAY CUCCO.

To Link's right as you enter Kakariko Village is a house that was once home to a wealthy family. Now all you'll find there are misshapen Skulltulas. If you talk to the one in the middle of the house, it tells you its family was cursed, but there's a way you can help. Killing all 100 Gold Skulltulas in the Kingdom of Hyrule returns everyone in its family to normal. If that sounds like too great a task, you should at least try to free its kids. Ten Gold Skulltula Tokens are all it takes to turn one kid back to normal—a very grateful Hylian, who will give you a fabulous reward. What kind of reward?

SKULLTULA HOUSE

Number of Tokens	Prize
10 Skulltula Tokens	Adult's Wallet (Holds 200 Rupees)
20 Skulltula Tokens	Stone of Agony
30 Skulltula Tokens	Giant's Wallet (Holds 500 Rupees)
40 Skulltula Tokens	Bombchu
50 Skulltula Tokens	Piece of Heart
100 Skulltula Tokens	Huge Rupee

The father of the family gives you tips on how and where to find these golden spiders (you can find seven of them in Kakariko Village and the Graveyard alone), so get cracking.

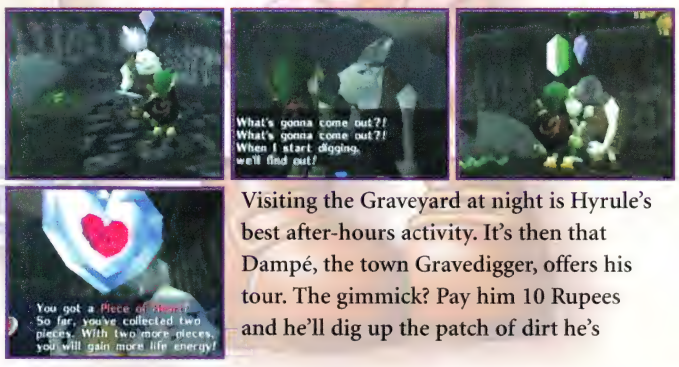
VISIT THE GRAVEYARD

It's open day and night and, who knows, you might dig up some nice things …

THE GRAVEYARD

1. Dampé's Shed
2. Grave with the Hylian Shield
3. Unmarked Grave
4. Royal Tomb
5. Shadow Temple

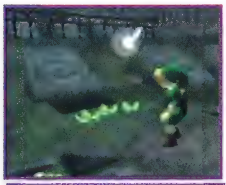
TAKE THE HEART-POUNDING GRAVEDIGGING TOUR

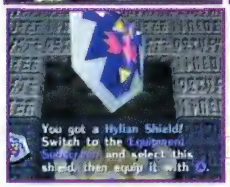

What's gonna come out?!
What's gonna come out?!
When I start digging,
we'll find out!
You got a Piece of Heart!
So far, you've collected two pieces. With two more pieces, you will gain more life energy!

Visiting the Graveyard at night is Hyrule's best after-hours activity. It's then that Dampé, the town Gravedigger, offers his tour. The gimmick? Pay him 10 Rupees and he'll dig up the patch of dirt he's

standing on. If you're lucky, something good will come out, like Rupees or a Piece of Heart. The trick? Make sure he's standing on a patch of dirt (and not cobblestones) before asking him to dig. The Piece of Heart turns up randomly, so have a lot of money on hand when you start your tour.

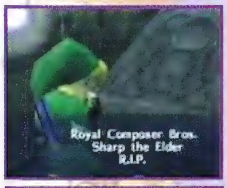
ROBBING THE GRAVES

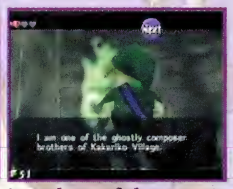




In the first row of graves, you'll find one marked with colorful plants. Pull the headstone back and jump into the hole. Inside you'll find a chest containing a Hylian Shield! Come back here when you have the Bomb Bag and you can blast the wall at the back, revealing a Fairy's Fountain.

THE ROYAL TOMB

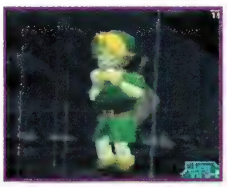


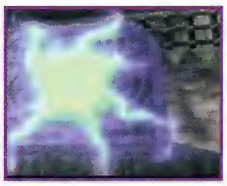


At the back of the Graveyard, you'll find the Royal Tomb. Two headstones on either side mark the final resting place of the court composers. If you check out their tombstones, one of the brothers appears and attacks you. Fight back. When you defeat one, the spirit that remains will tell you of the brothers' last song, which ruled the sun and the moon. Knowing how powerful songs are in Hyrule, its a good idea to check this one out.

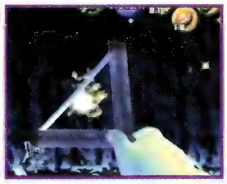
NOTE

AS A CHILD, YOU CAN ROB GRAVES ONLY AT NIGHT. DURING THE DAY, THE LITTLE BOY WHO ROAMS HERE WON'T LET YOU TOUCH ANY.

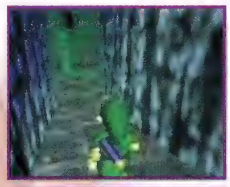


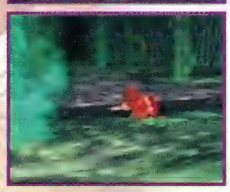


To open the Royal Tomb, play "Zelda's Lullaby" while standing on the Triforce crest. The headstone will explode and you can jump into a hole that leads into the crypt.

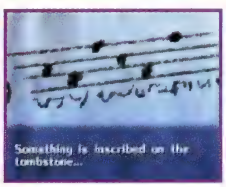


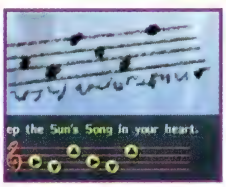
The crypt entrance is littered with broken skeletons and guarded by a flock of Keese. If you defeat them all, the stone door at the back opens. This isn't as easy as it sounds, because the bats are hard to spot against the dark walls.

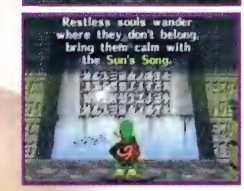




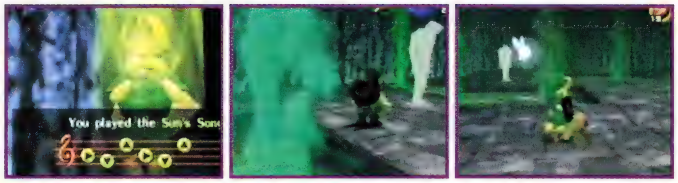
The next room is filled with poisonous gases, swampy water, and scores of the undead. If one of the ReDead here looks at you, Link will become paralyzed for a few moments. If, during that time, the undead creature can reach Link and grab hold, you must hope Link can survive its vampiric touch. Don't worry about the slight damage you'll take from the swampy water; run through the middle of the room, avoiding the ReDead altogether. The passage on the other side leads to both safety and a method of defeating these monsters.







The epitaph on the royal tombstone is interesting, but of greater value is the line of music scribbled in the corner. It's the composer brothers' lost "Sun's Song." This melody can turn night into day and day into night, whenever you like.



Play it when you're near a ReDead, and the melody will freeze it in its tracks. Then you can run away or attack from behind.

Death Mountain Trail

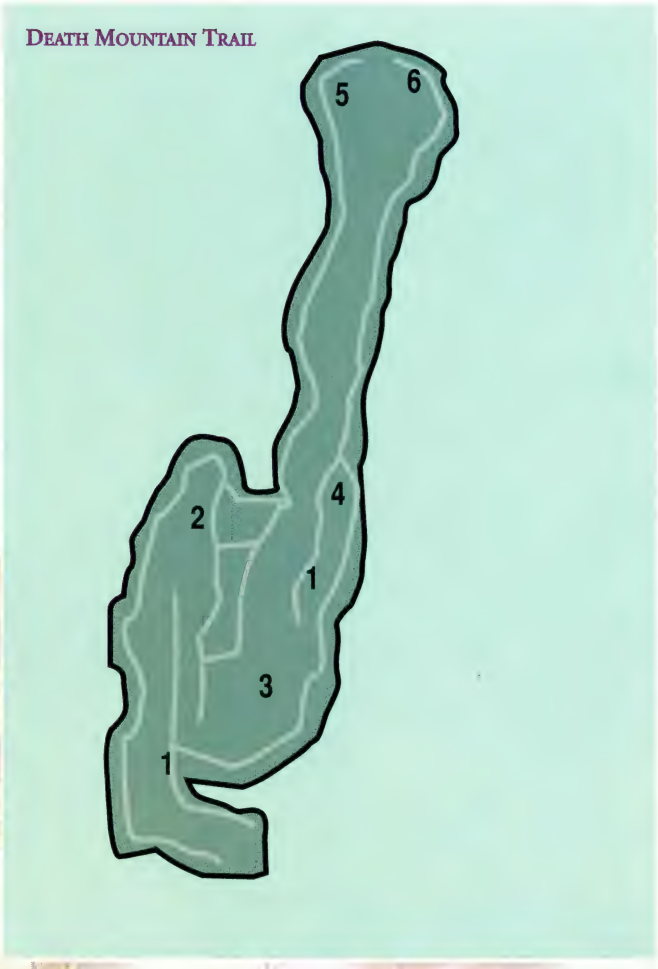
From Kakariko Village, head up the rocky, steep trail that leads to Death Mountain's various holes and caverns. This path is dangerous, but it's also filled with secret rooms and hidden holes. If you have a bag full of Bombs, there's almost nowhere you can't enter.

The trail to the different locations in Death Mountain is treacherous. You must contend with the Red Tektites guarding the lower end of the path. Farther up, there are boulders and rolling Gorons. All three can cause you much harm, but you can avoid them easily if you keep on your toes. As a child, it takes you two or three hits with a sword to kill the jeweled red creatures; adult Link's Master Sword takes them out with a single blow. Evading the other two obstacles requires more agility. Getting hit by one or the other sends Link sprawling or possibly knocks him off the path and down to the rubble below.

1. Secret Caves: Two of these areas are hidden on the trail up Death Mountain. To enter, you need a Bomb or the Megaton Hammer. Inside the first cave, you'll find a Gold Skulltula; the second, near Goron City, houses a Treasure Chest with a Purple Rupee.

2. Dodongo Cavern: Home to the most delicious rocks in the area, this cave is overrun by the Dodongos the cave is named after. To make matters worse, Ganondorf has sealed the entrance with a huge boulder. Looks like explosives are in order!

3. Fork in the Road: From this point, you can either climb the steep hill to Death Mountain Crater or continue up the trail to the right to Goron City. The Goron there will tell you about the Great Fairy Fountain outside the crater, but you can't reach it until you have the Bomb Bag.



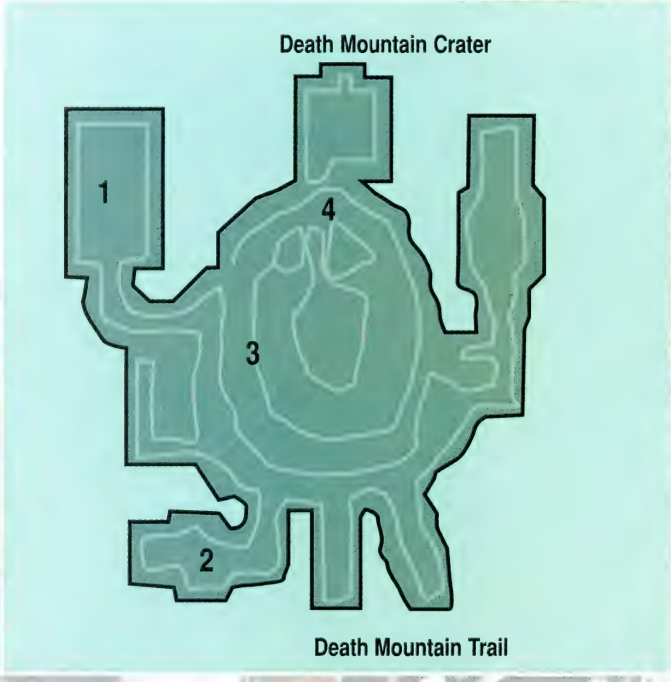
4. Goron City: This town, carved from tunnels in Death Mountain, is home to the Gorons. People often mistake the rock-like Gorons for boulders, but if you move close, they sit up for a conversation.

5. Great Fairy's Fountain: Hidden behind a wall of rock lives the Great Fairy of Power. Visitors armed with Bombs (to blast the wall) and an Ocarina (to summon the Fairy) never leave disappointed.

6. Death Mountain Crater: The entrance to this lies at the top of Death Mountain Trail. Woe betide anyone who treads here unprepared. The scalding temperatures are said to be beyond Hylian endurance.

Goron City

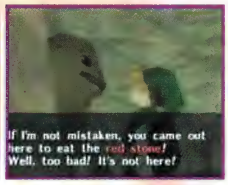
Nestled in the heart of Death Mountain, near the flame-filled Fire Temple, Goron City is home to a race of creatures best described as a cross between a rock and a giant. Although friendly, these creatures are on the brink of starvation and need the help of an enterprising hero.



1. Boulder Room
2. Giant Goron's Shop
3. Medigoron's Shop
4. Darunia's Room

Darunia and the Goron's Ruby

There's not much you can do here until you can lift Bomb Flowers or the Bomb Bag itself. But once you do, there are plenty of walls and boulders to bomb that lead to areas to explore. When you enter the city, a Goron at the entrance explains the city's somber atmosphere. The Gorons are starving and their leader, Darunia, has locked himself in his room until royal help arrives.



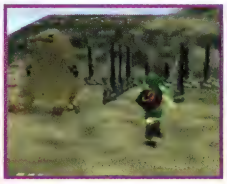
Suspended over the city is a platform that looks like it's missing a seal. Walk on the ropes to explore, and another Goron tells you the delicious-looking red stone that once sat there has been removed until the coast is clear. And all he wanted was a lick! It looks like you'll have to meet Darunia if you want to get the Spiritual Stone of Fire.

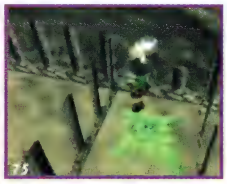
The entrance to Darunia's room is at the bottom of the city. The symbol in front of the closed door is a hint to your next move. Stand on the rug and play "Zelda's Lullaby." The door opens, allowing you access to Darunia's chamber.

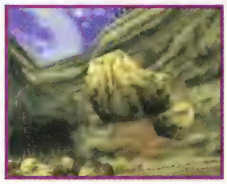
The Goron chief stands in the back of the chamber. He's in a bad mood because the cavern containing the Goron food source is overrun with Dodongos. Even worse, Ganondorf has sealed its entrance.

Until his mood improves, Darunia won't allow Link to help. The pure and natural images "Saria's Song" brings to mind lifts his spirits and lightens his feet. After an extended dance, he tells Link he can have anything he wants, including the Spiritual Stone, if he can eliminate the Dodongos from the cave.

To help, Darunia gives Link a present—the Goron's Bracelet, which allows him to pick up Bomb Flowers. This skill is handy for blasting your way into a variety of rooms in this city. Of course, its most immediate use is to destroy the boulder over the entrance to the Dodongo's Cavern.



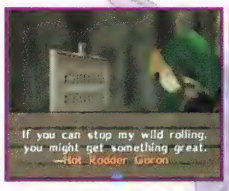


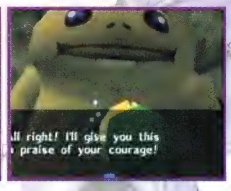


When you leave the city, hang a right toward an out-of-the-way ledge, where a solitary Goron watches over a precariously placed Bomb Flower. This one has decided to grow in the sunlight, and the heat could detonate it at any second. Of course, it stands just a Bomb's throw from the cavern below. Pick it up and throw it from its little caged area down to the boulder. It need only land nearby for the force of its explosion to crack the boulder and clear your entrance into the Dodongo's Cavern.

Quick Guide to the City

Once you get the Goron's Bracelet, you'll have more flexibility in exploring Goron City. You'll have complete freedom once you return from the Dodongo's Cavern with the Bomb Bag. Like the other cities in Hyrule, this one has its share of games and opportunities to collect Pieces of Heart and Gold Skulltulas. A Bomb Bag upgrade goes to anyone who can stop the rolling Goron.





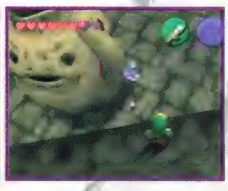
The Boulder Room

At the top of the city is a room barricaded by boulders. Bomb your way through these into a room filled with even more boulders. The big rocks' colors tell you something—that is, you'll need a variety of rock-breaking tools to get through. You can bomb your way to the back of the room, destroying the light-brown boulders, where you'll find two Treasure Chests with a Purple Rupee in each and a crate containing a Gold Skulltula. The dark-brown boulders need the force of the Megaton Hammer to make them shatter, so you can't collect their prize (a Huge Rupee) until later in the game.

The Medigoron's Shop

A floor down, another room has been walled off. Use the Bomb Flowers there to break down the walls into the Medigoron's cave. Inside, a giant face tells you he's working on something special. Come back in, say, five to seven years, and it will be done. The "something special" is the fragile Giant's Knife. For 200 Rupees, it can be yours—once Link grows to adulthood.

Goron Shop and the Revolving Vase



On the bottom floor you'll find a walled-up shop and a huge vase. You can't enter the shop without the Bomb Bag or a Bomb Flower, but once you do you'll find a place where you can buy Bombs and other Goron specialty items. Light the torches around the vase on this floor (using the torch in Darunia's Chamber) and the giant vase starts to spin. If you throw Bombs or Bomb Flowers into it from the floor above, you can win fabulous prizes, including a Piece of Heart!

Goron Shop

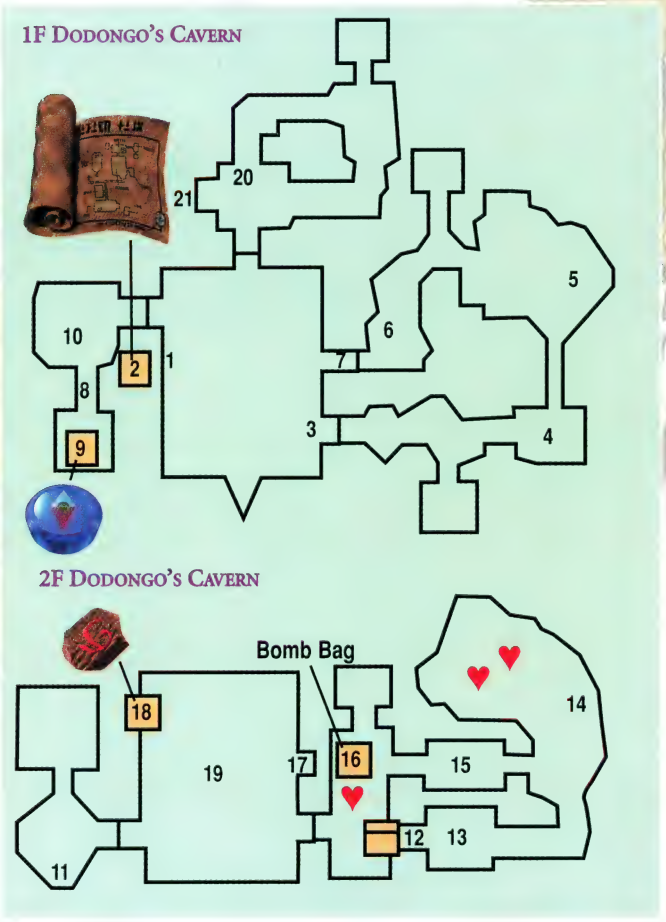
Item	Cost
Bombs	5/25 Rupees
Bombs	10/50 Rupees
Bombs	20/80 Rupees
Bombs	30/120 Rupees
Goron Tunic	200 Rupees
Recovery Heart	10 Rupees
Recovery Heart	10 Rupees
Red Potion	40 Rupees

The Door to the Lost Woods

Don't forget to bomb the boulders blocking the entrance to Goron City from the Lost Woods. Who knows when this valuable shortcut might come in handy?

Dodongo's Cavern

This fiery cavern is guarded by the overgrown King Dodongo. It's hostile to young, inadequately equipped adventurers. Take care as you make your way through, watching for new types of monsters and dangerous traps. Because you must use explosives here to solve the trickier puzzles, remember to toss or set them *before* they explode! Link's health is still fragile, and if you don't have a Bottle or two to carry potions, milk or Fairies in, you must guard your Heart Containers carefully.



1. Bomb the door open.
2. Acquire the Dungeon Map.
3. Bomb open the door to the hallway.
4. Move the statue onto the floor switch.
5. Defeat two Lizalfos.
6. Light the three torches.
7. Step on the floor switch to open the northwest door.
8. Bomb the wall.
9. Defeat the Armos to get the Compass.
10. Use a Bomb Flower to set off the other Bomb Flowers and lower the staircase.
11. Move the statue and activate the floor switch.
12. Bomb the wall at the top of the ladder.
13. Shoot the Eye Switch.
14. Defeat the two Lizalfos.
15. Shoot the two Eye Switches.
16. Acquire the Bomb Bag.
17. Step on the floor switch to raise the platform.
18. Bomb the wall for a Deku Shield (if needed).
19. Drop Bombs into the eye sockets of the Dodongo skull.
20. Push the crescent block from the north passage onto the floor switch.
21. Blast the floor to enter King Dodongo's Chamber.

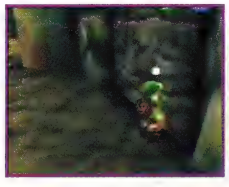
The Ground Floor

After using the Bomb Flower to blast his way into the cavern, Link enters a room filled with lava pits and platforms that rise and fall. Leap to the small platform directly ahead, wary of the watchful Beamos on the large platform: if it spots you, it will track you with a laser beam!

Tip

The flash produced by throwing a Deku Nut to the ground blinds the Beamos momentarily, allowing you to avoid the laser eye.

The door on the leftmost platform is locked, but you'll still want to jump over there to take a look at the other two doors. The alcove in the southwest corner is home to a merchant Business Scrub. It's selling replacement Deku Shields; if you need one, defeat it and it will offer to sell what it has. Fire is very rough on those wooden shields, so don't be surprised if your Deku Shield burns up at some point in this dungeon.



Use one of the Bombs to blast open the door to the middle room. Here you'll find the Dungeon Map in a Treasure Chest. Grab it and head across the room to start really exploring. Time your jumps to the platforms' rise and fall, or you'll end up in the lava below. Walking around the outside edges of the lava pits is also possible.

Use the Bomb Flowers to blast through the two walled-in doorways, taking care to avoid the Beamos there. The northeast room contains a Gossip Stone, but if you don't have the Mask of Truth, note its position for later in the game. In the southeast corner, the Bomb has revealed a nice, dark tunnel.

TIP

LAVA PITS VARY PER DUNGEON: SOME CAUSE INSTANT DEATH IF YOU FALL INTO THEM, AND OTHERS CAUSE ONLY MINOR DAMAGE. THE LAVA IN DODONGO'S CAVERN TAKES ONE-QUARTER-HEART'S DAMAGE FOR EACH SECOND YOU REMAIN ON THE FIERY BED. IF YOU FIND YOURSELF IN A HOT SPOT, RUSH TO ANY CORNER TO FIND A LADDER OR SLOPE TO THE TOP.

TIP

IF YOUR BOMB FLOWER FAILED TO OPEN THE BLOCKED PATHWAY, WAIT UNTIL ANOTHER BOMB FLOWER GROWS IN ITS PLACE AND TRY AGAIN.

THE EASTERN ROOMS

Advance slowly into this winding passage to restrict your encounters with Baby Dodongos to one at a time. These cute little dragons explode when you administer the deathblow, so move out of range! You must get past six of them to reach the raised section at the end of the room.

SECRET ROOMS

This room holds two secret areas. To reach the first, lure a Baby Dodongo to a bombable area in the middle of the south wall. After the Dodongo explodes, you'll find yourself in a room with a valuable Gold Skulltula!

To access the second area you must be an adult and know the "Scarecrow's Song." On the north wall, just before the Skulltula room, you'll see a place that makes Navi go green with excitement. If you play the "Scarecrow's Song" there as an adult, Pierre the Wandering Scarecrow appears and gives you an object to Hookshot to. Up in the room, you'll find another Gold Skulltula.

In the raised section of the room, you'll find a switch that stays depressed only when a weight is placed on it. Because it opens the door to the next area, you must find something heavy to hold it down. The statue next to the switch solves this problem.

Beyond the door lies another winding hallway. The two Keese clinging to the walls take flight and attack if you venture too near them. If you don't advance immediately when you enter this room, you can dispose of the two bats with your Slingshot before they take to the air.

Stepping into the next area drops a portcullis over the doorway, trapping you with the two Lizalfos here. They advance one at a time to attack; after taking three hits, one will retreat as the other advances to take its place. It takes five or six normal hits to defeat each. You'll find it easier if you stay in one place and let them come to you. Your Slingshot is also useful when they're in range. After you defeat them, the bars over the doorway retreat.

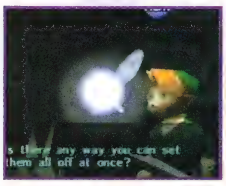
Another secret room lies down the next hallway. To open this one, grab a Bomb Flower from the entrance to the Dodongo's room and place it in front of the wall. Inside, another enterprising Business Scrub sells Deku Sticks. If you have none in your inventory, be sure to buy one—even at these inflated prices!

Beware of the cone of flame these larger Dodongos can breathe as you make your way through. Four Deku Seeds from your Slingshot or two direct hits with the Bomb Flowers will eliminate each fire-breathing dragon. If you run out of ammunition, three or four swipes of your sword to their backsides also will dispose of these fire-starters.

To raise the gate over the doorway at the west end, use a Deku Stick to light all three torches in the area.

Back in the hallway, the switch before the end of the ledge back into this dungeon's central area raises the portcullis over the northwest door. Step on the switch and head to the rooms on the west side of the cavern.

The Western Rooms



The first room you'll enter holds a large, rectangular block surrounded by Bomb Flowers. With Navi's help (and the Bomb Flowers) you should be able to solve this puzzle and lower the stairway to this dungeon's upper level. Before ascending the stairs, investigate the room south of here to acquire the Compass.

The dungeon compass lies in the Treasure Chest behind the statue. To reach the chest, though, you first must defeat the Armos. Strike it with Bomb Flowers while it's still moving. Like the Baby Dodongos, the Armos die explosive deaths.

Compass in hand, climb the giant stairs to the second floor.

The Second Floor

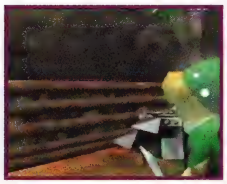
The room at the top of the stairs leads to another room full of Armos. Pull the statue out of the way and climb to the top of the pillar to trigger the switch that raises the portcullis. Take care not to touch the other statues in the room, or they'll come to life and attack.

The Fire Keese here are double trouble: their flames engulf you and them if you get close. If you're not fast enough to defeat them as they swoop down to attack, their flames will destroy your Deku Shield and cause life-threatening burns. Use your Slingshot to take them out quickly.

Cross over the long wooden bridge and reenter the east side of the dungeon. If you're fast enough, you can outrun the Fire Keese in this area.

Tip

You'll find a Gold Skulltula high above on the web on the south wall, after you climb the steps.



The first room on this side requires you to move quickly to avoid the moving razor traps below. Use the Z Button to switch your viewing angle and proceed as these spiked barbs move away. At the east end, hop on the box and climb the ladder. A wall blocks the path, so you must jump off the narrow ledge to the platform behind you. Use the Bomb Flower to blast through the walled-in doorway to the east (wait approximately seven seconds before tossing it). Behind the block, one of your hearts will refill.

Tip

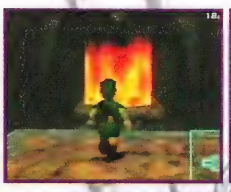
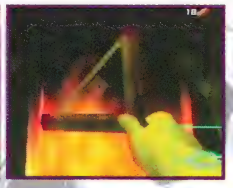
If you're really good, try to land the Bomb on the ledge. This is rare, and you'll find it easier to time your throw to the Bomb's explosion.

The Dungeon Map shows another chest in that room, besides the one behind the Bomb Flower, but you must round a U bend to reach it. In the room ahead, flame covers the platform you need to bridge the gap in the hall. Shoot the Eye Switch above the door at the opposite end with your Slingshot to shut off the flames. Be quick: the flames return after a short while.

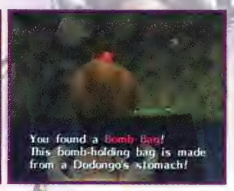
Tip

Should you run out of ammunition, you'll find more Deku Seeds in the patches of grass on the ground below.

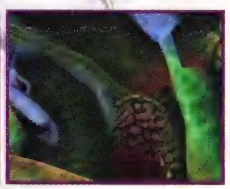
In the room at the bottom of the U are two more Lizalfos. As in the room below, they attack in turns, one at a time. Use the Z Targeting system to track them and the R Button to raise your shield to block their blows.

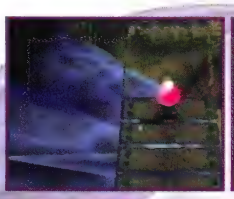
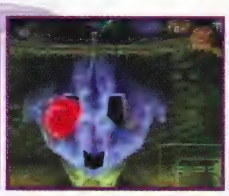
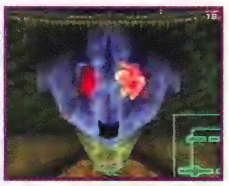
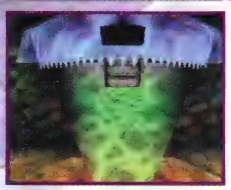
Two pillars of flame fill the next corridor, covering the two platforms to the exit at the other side. Shoot the Eye Switch above the far doorway to shut down the column of fire on the first platform; then move forward and turn left. Close the second eye the same way to douse the second fire obstacle. Again, these switches will reset after 30 seconds, so time is of the essence.



Back in the Razor trap room, grab the Bomb Bag from the Treasure Chest as you cross to the west side. The Bomb Bag allows you to carry up to 20 normal Bombs at a time. With these Bombs, you can blow up certain boulders and walled-up rooms throughout the Kingdom of Hyrule.



As you walk onto the ledge overlooking the main room, you'll spot both a switch and a sign. The switch raises the east platform to this level of the cavern's dungeon floor, making it easier for you to get back down.

To enter the lair of the Boss in this dungeon, follow the instructions on the sign. Drop one of your newly acquired Bombs off the edge of each hole in the bridge over the main room into the ancient Dodongo's eye sockets. When both eyes light up, the Dodongo's mouth opens.

The Northern Rooms

On the first floor again, step into the mouth of the ancient Dodongo and enter a room with a hole in its center. The switch at the bottom raises the gate over the west door, but the gate remains open only as long as something depresses the switch.

Tip

If you're missing a Deku Shield, bomb the wall on the other side of the bridge and open the Small Chest you find there. If your inventory is missing this item, you'll find a replacement shield inside.

You can use the crescent block on the shelf at the room's north end, but how do you reach it?

Making your way along the only possible route, pull yourself into the passage on the east side. Walk through the tunnel and a large room to the other side of the crescent-block. Push it down into the main room.

If you need healing, you can find a Fairy in one of the earthenware jugs by the door to the crescent block hallway. Trap it in an empty Bottle, if you have one, or just let it surround you with its healing power.

Tip

You can uncover a third Gold Skulltula in a secret room along the north wall of the room you pass through on the way to the crescent block.

After pushing the block down into the main room, drag/push it into the hole to raise the bars over the door on the west wall. Step through this doorway into an area with no apparent exit. If you look around the room hard enough, Navi should reveal the secret to accessing the lair of the King of the Dodongos.

Infernal Dinosaur: King Dodongo

Jump into the hole in the center of the room to find yourself trapped in a lava-filled room with the biggest dinosaur you've ever seen!

Tip

Bomb the tile in the center of the room to uncover a hole into the final chamber.

Put a fire in this dragon's belly by tossing Bombs into his gaping mouth just before he attempts to cook you alive. While he's stunned, run forward and attack with your sword. You must repeat this process four times to finish him off.

Caution

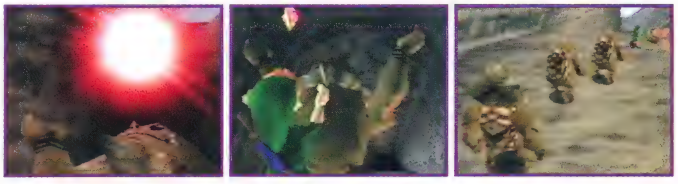
If you fail to score a hit with the Bomb after moving in close to King Dodongo, he'll blast you with his fiery breath. To avoid this flame attack, move to the small inner ledges located at the room's corners.

Tip

To throw a Bomb into King Dodongo's open mouth, you must be running toward him. If you wait until you come to a halt, you'll merely set it on the floor.

Once you've hit him, King Dodongo will curl into a ball and roll around the room. When he stops, walk toward him and repeat the process. When he's rolling about, hug the walls or stand on the sloped shores of the lava lake!

When you defeat King Dodongo, he curls up and rolls into the lava, which cools and hardens around him. Near his head a Heart Container and Warp portal appear.



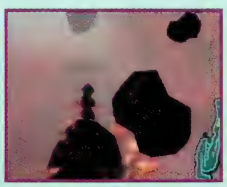
Back outside Goron City, an overjoyed King Darunia greets you: Now his people can return to the cavern and mine the most

delicious rocks in the area. In gratitude, he gives you the Spiritual Stone—the Goron's Ruby—and a hearty slap on the back. Watch out for those Goron hugs.

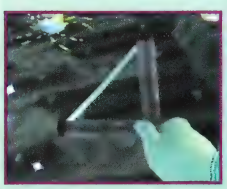
After the Dungeon Ends

Before you go on with your quest for the Spiritual Stone of Water, you should do a few things.

First, take a trip to the top of Death Mountain, where a certain Great Fairy awaits. At the fork in the trail, marked by a sign and a helpful Goron, head straight up the slope to the boulder-blocked ramp. With your Bomb Bags and Bombs, you can easily blast the boulders into dust and proceed. Blow up the rock at the top to open a Hidden Hole with a cow, Rupees and Recovery Hearts. If you're looking for a refill of Lon Lon Milk, try playing "Epona's Song" for the cow!



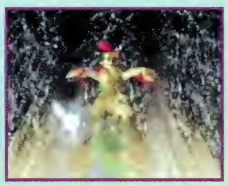
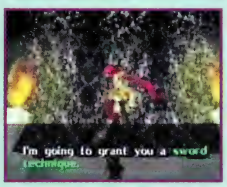
Then you must enter a ravine where molten rocks from Death Mountain Crater erupt and fall to earth. Use the forward roll to get through the pass without taking too much damage.



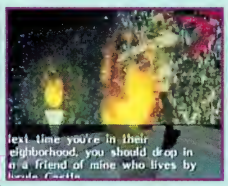
At the end you'll find a climbing wall populated by Skullwalltulas. Pick them off one by one with your Slingshot, and then climb to the top.

At the end of the trail, a door leads into Death Mountain Crater. The air there is caustic and dangerous to unprotected Hylians. A Goron Tunic would help keep you cool, but it fits only adults and it's too expensive (unless you have a full Adult's Wallet). Leave the crater behind for now and focus on the other doorway.

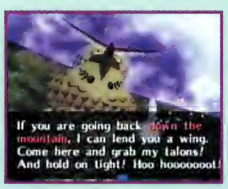
Use your Bombs to blast through the false wall left of the crater entrance. Inside, you'll find the game's first Great Fairy's Fountain.

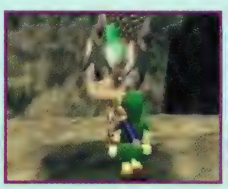



Walk up to the Triforce crest and play "Zelda's Lullaby" to call the Great Fairy of Power. She emerges from the center of the fountain and bestows a gift—a new sword technique.

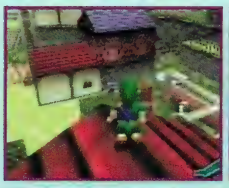


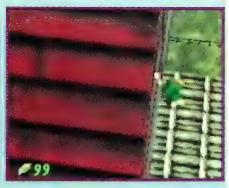
This technique allows you to perform a Charged Spin Attack that can go from merely powerful to supercharged, depending on how long you hold down the B Button. Because it requires magic to use, a Magic Meter now appears under your row of Heart Containers. Magic Jars will start to appear in grass patches and the like. You can perform a Charged Spin Attack as often as you like, provided you have the Magic Points (MP) on your Magic Meter.





Once you've learned this new skill, the Owl offers you a free ride down the mountain to Kakariko Village. Take it. Just move in close to its talons after talking to him, and Link will grab on automatically.

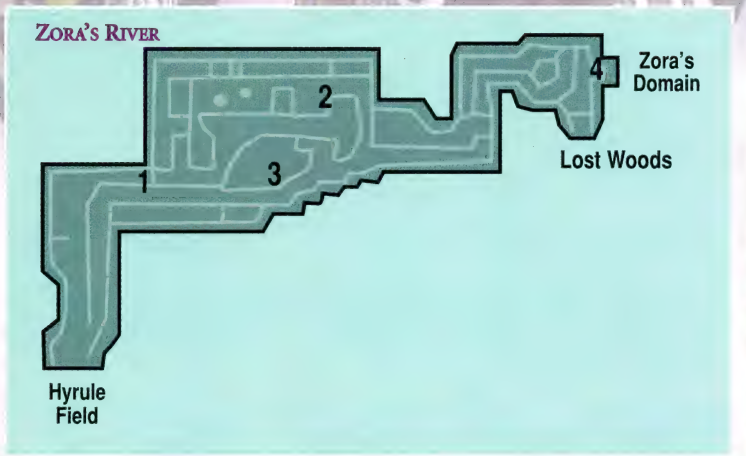




The Owl drops you off atop Impa's House in Kakariko Village, giving you a way to access that Piece of Heart inside her cow's stall. Walk to the right and drop off the roof gently to the top of the Cucco Lady's stall. Turn toward the house to see a door. This is the only entrance to the stall, so take it while you have access to it! Grab the Piece of Heart and head toward Zora's River.

Zora's River

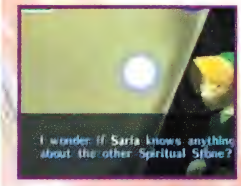
If you take a left after exiting Kakariko Village, you can follow the riverbed to the entrance of Zora's River—a twisting, rushing river full of Octoroks and Blue Tektites. Avoiding both is important, as is resisting the urge to swim. For a kid like Link, the river's current is far too strong and the bank far too high to climb up on. Keep your wading to a minimum and all will be fine.

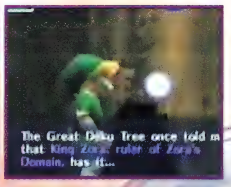


1. Magic Bean Salesman
2. Frog Chorus
3. Hidden Fairy's Fountain
4. Seal of the Triforce

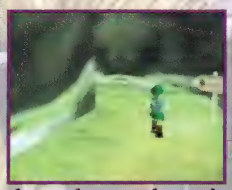
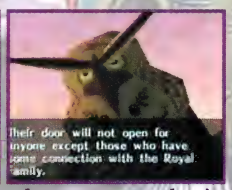
As in all areas of this game, there's a quick path and a more leisurely one. Zora's River is less populated with wacky characters than the previous areas you've explored, and the rewards (two Pieces of Heart) are displayed more openly.

The Quick Path





Again, Navi suggests you speak to Saria about where to go next. This time, however, you won't have to backtrack to her secret place in the Lost Woods. Instead, use your Ocarina to play "Saria's Song" and communicate with her. Saria tells you she thinks King Zora holds the Spiritual Stone of Water you seek.

The helpful Owl who meets you at the entrance of the river tells you more about the people you're about to meet: they're a solitary race; their King has sealed the entrance to everyone except the Royal Family. Again, playing "Zelda's Lullaby" will be necessary for you to enter.

First, you must do something about the boulders blocking your way. A simple Bomb should do it, so make sure you have some in your bag.

The river isn't the easiest place to ford. Its current is fast and treacherous in most places, and the path twisted and confusing. Jump to the right bank where the river narrows just enough to allow it. A light-colored patch of ground highlights the spot.

Then follow the path up and over the river to a dead end. You can't jump to the platform ahead, so drop to the ground below and continue upstream, guarding against the Octorok's attacks.

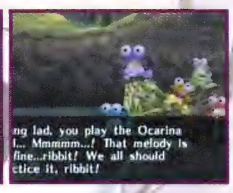
At the end, climb the steps and jump or climb to the island in the middle of the river. Follow the path to the bridge and cross to the waterfall area.

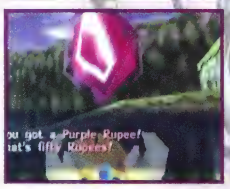
If you thought to bring the Cucco with you, you can use it to get the Piece of Heart on the shelf opposite the waterfall. Just climb to the highest land bridge (with the Triforce crest) and jump or glide over.

Otherwise, stand on the Triforce and play the royal tune. The waterfall will thin out, allowing you to jump to the tunnel behind it and enter Zora's Domain.

Other Things to Do On Zora's River

First, when you have the time and money, invest in some of the Magic Beans the man by the front gate is munching on. The first sells for a reasonable 10 Rupees, but each one thereafter costs more, as the beans become more "popular." Plant them in the Magic Bean Beds, like the one next to the salesman. There are 10 such patches in the Kingdom of Hyrule, and the leaves of the grown plants are valuable to the adult Link.





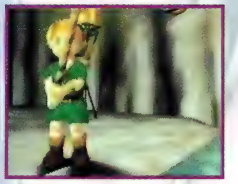
The Frog Chorus is another stop to make on your way to the waterfall and Zora's Domain. Five mysterious Frogs cluster around a fallen log. If you stand on the log and play some of the songs you know, the Frogs reward you with a Purple Rupee. Play them all six "gray note" songs, and you can win two Pieces of Heart. Play the Song of Storms to earn one Piece of Heart. Play the rest of the "gray note" songs and the bug-eating game to earn another.

Zora's Domain

Deep in a cool, watery grotto live the Zoras. These fishlike beings live mostly in the water, but can live on land, as well. Their current concern is the disappearance of the King's daughter, Princess Ruto. If you help, perhaps the King will give you the Spiritual Stone of Water.

Zora's Domain

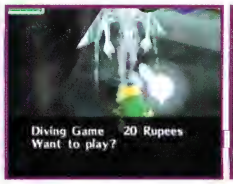
1. The Zora Shop
2. Fishing Hole
3. King Zora's Throne
4. Gate to Zora's Fountain
5. Diving Game
6. Portal to Lake Hylia

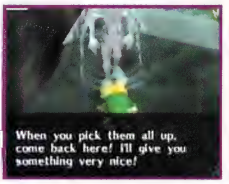


Part of the fun you'll have here is in playing the Diving Game (which you must do to continue) and lighting all the torches around the lake. Your prize for the Diving Game is the Silver Scale, which allows you to dive about six feet into the water. This gives you the ability to reach both the portal to Lake Hylia and the tunnel to the Lost Woods, near the waterfall. Lighting the torches (including the two behind the waterfall) wins you a Piece of Heart.

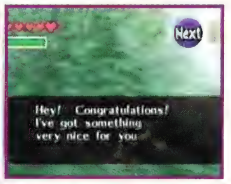
King Zora and His Missing Daughter

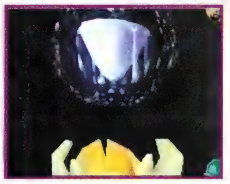
Upon entering Zora's Domain, head straight up the path to King Zora's Throne Room. Stand on the block as instructed and speak to the King respectfully. He tells you his daughter, Princess Ruto, is missing and he's very upset—too upset to answer your questions about the stone you're searching for.



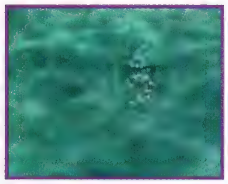


The question is, how do you find her? To do that, you must first learn to dive deeper than you can right now. At the end of the tunnel from the King's room, where the stream of water becomes a waterfall, a Zora challenges you to a Diving Game: collect the Rupees he throws and he'll give you something good in return.



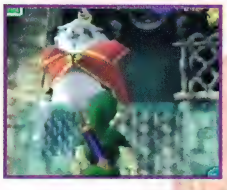


At the start of the game, dive into the water (Link swan dives). The easiest way to win is to position yourself over the Rupee and then dive down to collect it. If two lie together, try swooping down and grabbing both. If you can complete the task in the time allotted, the Zora will call you back and present your reward—the Zoras' Silver Scale. With it, you can dive down to six feet. Climb the ladder to the pathway and return to the Throne Room and the tunnel.

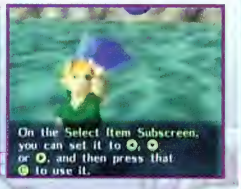


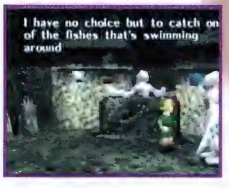
Dive into the lake and head toward the door you see under the water. This portal takes you to Lake Hylia, known for its Scarecrows and fishing. When you come out the other side, you'll see a Bottle lying on the lake bottom near where you exited. With your newfound talent, dive down to pick it up.

On closer inspection, you see something inside the Bottle—a letter. Pull it out: It's from Princess Ruto. She's stuck inside some fish's belly. It's Link to the rescue!



Dive back into the portal and take the letter to King Zora immediately. Ruto may not want her father to know, but because he's blocking your path, you have no choice. The King reads the letter and moves aside to admit you to the sacred source of Zora's River. His daughter is caretaker of their deity, Lord Jabu-Jabu, a giant fish, and this is where he lives and feeds.





You're going to a religious place, so an offering might be a good idea. Because Ruto's job as caretaker was to feed Jabu-Jabu, it seems only fitting that you do the same. Lord Jabu-Jabu is fond of fish, and there are many places where you can snag one in an empty bottle (such as the one King Zora let you keep). Try "fishing" in the shallow area by the store. If all else fails, you can buy a fish from the shopkeeper at the Zora Shop. They're expensive, though.

Zoras Shop

Item	Cost
Arrows	10/20 Rupees
Arrows	30/60 Rupees
Arrows	50/90 Rupees
Deku Nuts	5/15 Rupees
Fish	200 Rupees
Recovery Heart	10 Rupees
Red Potion	50 Rupees
Zora Tunic	300 Rupees

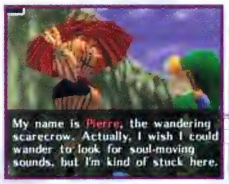
Fish in hand, make your way back to the Throne Room and into the tunnel to Zora's Fountain.

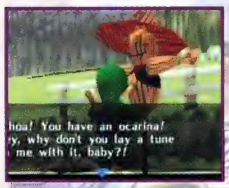
Sideline on Lake Hylia

This quiet little lake appears unapproachable due to the four fences outside the entrance from Hyrule Field. Actually, though, if you look closer, you'll find a ladder tucked away on the side of the right fence.

1. Lakeside Laboratory
2. The Scarecrows
3. Fishing Pond
4. Water Temple

Inside, there's not much to see. The Scientist in the laboratory by the lake is always busy with his research, and too busy to chat for long. He'll watch you dive in the lab's pool, though, and comment that there's a way to dive much deeper.


My name is Pierre, the wandering scarecrow. Actually, I wish I could wander to look for soul-moving sounds, but I'm kind of stuck here.



To the left of his lab you'll find two Scarecrows, Bonooru and Pierre. Talking with them is a hoot. Pierre wants to travel, and Bonooru boasts about his excellent memory. Play your Ocarina for them. You'll be surprised at the results.

The lake's biggest draw is the Fishing Pond on a little island offshore of the Scarecrows' Field. Swim there and talk to the owner. He'll let you fish for 20 Rupees—a real bargain! The Fishing Game is the best of the bunch, and you'll be glad for the unlimited time you have. Your goal right now is to fish for a 10-pound lunker. You can usually find it in the center of the pond, next to the sunken log.

Fish from the lily pads or the log itself. Cast with the B Button and brake the line with the A Button. Z Targeting allows you to lock onto a certain fish and angle your cast that way. Wiggle the lure with the B Button or the 3D stick; when you get a bite, lock the hook with a simultaneous quick pull down on the Control Stick and press of the A Button. Reel him in with A and hope you can hold him. A 10-pound catch ensures you a place of honor and a Piece of Heart.

Zora's Fountain

The tunnel behind King Zora's Throne leads to the spring that's the source of Zora's River. Here you'll find an ornate dock, where Lord Jabu-Jabu awaits his next feeding. If you look around, you might also find something of interest.

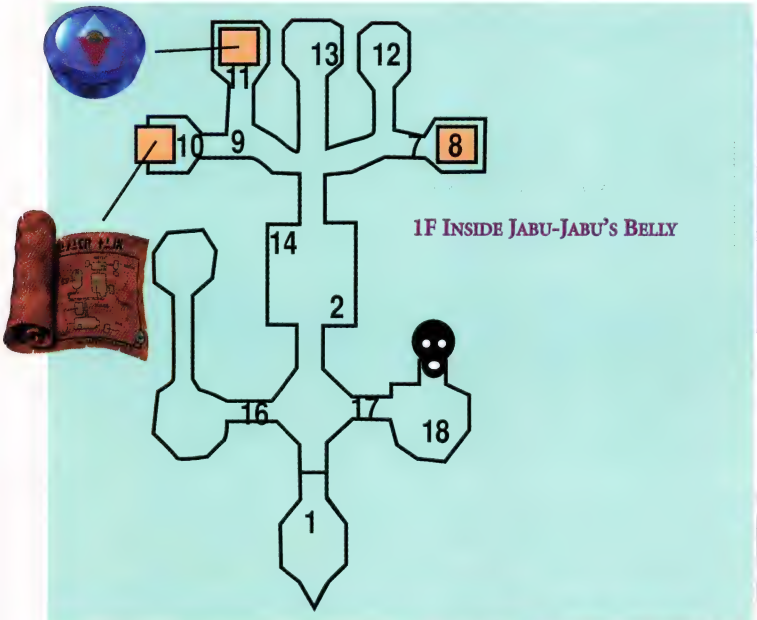
Follow the water to the right of the entrance, past the fallen tree trunk, to a small plot of land. Bomb the light brown boulder to trigger a larger-than-expected explosion, as the entire wall comes crumbling down. You've just found another Great Fairy's Fountain.

Inside, the Great Fairy of Magic gives you Farore's Wind. This green crystal allows you to set up warp points within dungeons large enough for a Dungeon Map. Once the warp point is set, you can use the crystal to warp there or dispel it to create another. This magic is crucial in larger dungeons, or when you find yourself forced to stop playing the game.

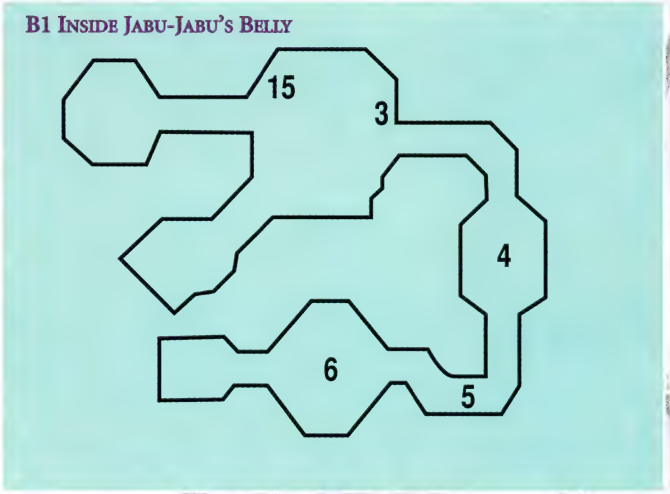
After visiting the Great Fairy, head back to the dock and prepare to enter Lord Jabu-Jabu's Belly. Open your Bottle and shake the fish to the floor in front of his mouth. Jabu-Jabu will open wide and … suck you in!

Inside Jabu-Jabu's Belly

So you're stuck in the belly of a giant fish. Things could be worse. You can just walk out, you know. But quitting now won't get you that Spiritual Stone of Water. Jabu-Jabu's Belly is full of all sorts of slimy things, from electrified jellyfish called Biri to acidic bubbles, from the common Octorok to giant parasitic Tentacles. Let's hope Princess Ruto is OK.



1F Inside Jabu-Jabu's Belly

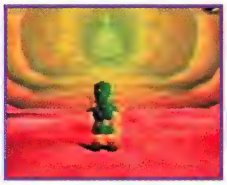
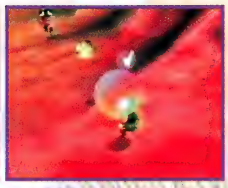


B1 Inside Jabu-Jabu's Belly

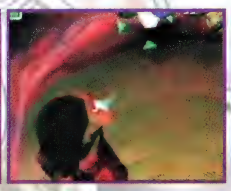
1. Hit the uvula to open the door.
2. Meet with Princess Ruto.
3. Pick up Ruto and carry her with you.
4. Throw Ruto to other bank and step on the switch.
5. Hit the switch to open the door.
6. Take the Platform to 1F.
7. Use the weight of two people to depress the switch.
8. Defeat four Stingers for the Boomerang.
9. Leave Ruto on the switch.
10. Destroy the Red Tentacle for the Dungeon Map.
11. Destroy all the Shaboms in the room in 30 seconds for the Compass.
12. Destroy the Blue Tentacle.
13. Destroy the Tentacle.
14. Fall down the Tentacle-less hole.
15. Enter Bigocto's Room.
16. Take platform piece down to 1F.
17. Use the box to depress the switch.
18. Use the Boomerang to hit the switch behind the transparent membrane to the Boss Arena.

Finding Princess Ruto

For the first part of this dungeon, until you get your hands on the Boomerang, you'll need to keep away from electric jellyfish and floating bubbles. The bubbles, called Shabom, are unaffected by sword strikes or Slingshot bullets, but will break on contact with an enemy. The Biri look harmless, but they'll electrocute you if you touch them. Only the Boomerang works against these enemies, but you won't get it without Princess Ruto's help.

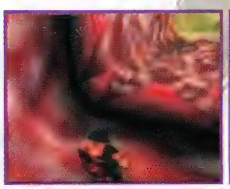
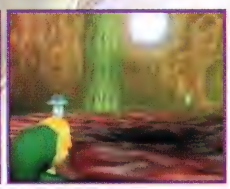
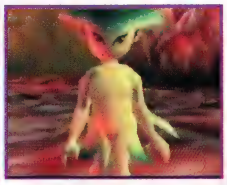



Jabu-Jabu's massive intake of breath leaves you in his mouth, before a pool with Octoroks spitting stones at you. Use your Deku Shield to deflect their attacks, or just try to run by. These enemies are more difficult to kill than the Deku Scrubs, who share their attack method, because the Octoroks have a habit of jumping in and out of the water. You must aim your deflected attacks correctly *and* time them to hit when the Octorok is in range. It is more time-consuming.



Past the Octoroks, you'll find the "door" ahead blocked by a web of nerves. Navi homes in on a uvula-shaped switch for you to hit with your Slingshot. Aim manually or use Z Targeting to flick the switch. The net of nerves will recede, allowing you to push the door open with your body.

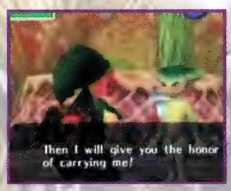
Move quickly around the walkway to the door on the other side, taking care to avoid the Biri homing in on you. These jellyfish hurt, and you must avoid them whenever possible, which is most of the time.

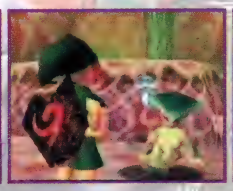




You enter the fish's stomach. Its "floor" is covered with lesions. One hole is inhabited by a dangerous-looking Tentacle. Standing amongst the Biri is Princess Ruto, who's none too happy to see you. This independent young lady is convinced she can escape without your help (although she, too, is concerned about the creatures in Jabu-Jabu's Belly). All that matters to her is finding what she misplaced in here. When she steps into the hole in front of her, follow her.

You really have no choice: you can't get much farther without her help, especially when it comes to securing the three big items in this dungeon—the Map, the Compass, and the all-important Boomerang. Hop to the bottom of the pit. Ruto is waiting.

The Boomerang





When you talk to her again, Ruto will be charmed by your insistence on helping her, and demand you carry her out—that is, after you help her find the missing item. Pick her up and head out the door behind you. If you decide to jump off the platform and explore the room to the southwest, you'll find you can return to the main floor only by climbing the wall—without Princess Ruto. You must go all the way back down to grab her and endure her wrath, so weigh your options carefully.

With Ruto in tow, head down the Shabom-filled hallway, dodging them (or letting them hit Ruto instead of you) until you reach the main room. The shallow pool in the center of the room is filled with the manta ray–like Stingers. They'll fly up and hit you, if you touch them. Fortunately, they don't seem to attack when in shallow water, so you can cross somewhat safely.

Toss Ruto to the far side of the pool, and then step on the switch, raising the water level until you can climb out. You should be able to get out of the water and reclaim Princess Ruto without running into any Stingers. Just don't step on the switch while you're carrying Ruto. You'll lose her and have to go all the way up to the main floor and start the whole trek over again.

Pick Ruto up and head through the next segment of hallway. Again, you must hit an overhead switch to open the passageway. Set Ruto down, flick the switch, and proceed.

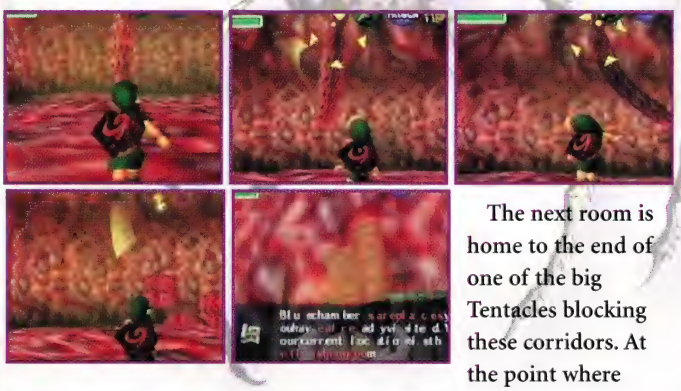
The Octorok in the water ahead is a big distraction unless you defeat him right away. You can set the Princess down to do this without fear of losing her. When the Octorok is gone, you can wait patiently for the elevator or dive underwater to the small chamber ahead, where a Business Scrub sells Deku Nuts. The Princess should still be there when you return.

Take the platform to the main floor and head back into the stomach. On the north wall, a tunnel branches in different directions. Head there and go down the eastern hallway. There you'll find a doorway to the north blocked by a Tentacle, and a switch that requires the weight of two people to open. Holding the Princess, you should have enough heft to press the button down, opening the passage to the east.

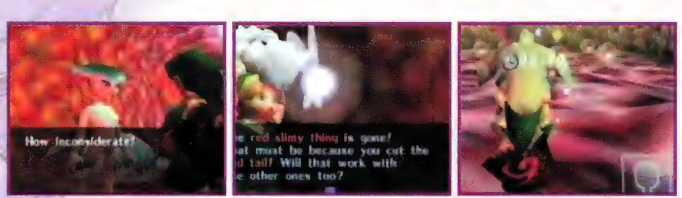
In this room, you must set the Princess down and prepare to do battle with the four Stingers. Use your Slingshot or slash at them with your sword to send them flying; then attack with your Slingshot. When all four are dead, a Treasure Chest appears with the Boomerang inside. Now you're ready to do some serious damage and take on those Tentacles.

Defeating the Tentacles

Take the Boomerang and Ruto and head down the hallway to the westernmost doorway. This switch requires that you leave a weight on it to keep the switch depressed and the door open. Again, you can leave Ruto here without fear of her disappearing. She won't be happy when you return, but you have work to do.

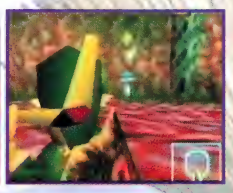


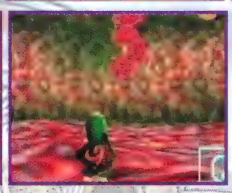
The next room is home to the end of one of the big Tentacles blocking these corridors. At the point where the Tentacle hangs down from the ceiling, there's a narrow part that seems to be its weak point. Using Z Targeting (the only way to aim the Boomerang effectively), lock onto the Tentacle and throw the Boomerang at that section. When it connects, the pain causes the Tentacle to withdraw. Still Z Targeting, move closer; when it slides out to hit you, smack it again with the Boomerang. It takes four shots to destroy this parasite, but it's worth it when the Map appears at the end of the battle.



When you leave the chamber, Princess Ruto lectures you about your responsibility and Navi points out that a Tentacle blocking the hallway to the north is gone, destroyed when you killed its "tail." With Ruto in hand, enter this room. The challenge here is to defeat the room of Shabom before the timer ticks down in 40 seconds. Using your Boomerang, or just the force of your body (if your Health Meter can take it), pop all the bubbles to make the Treasure Chest with the Compass appear.

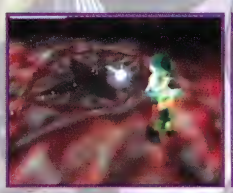
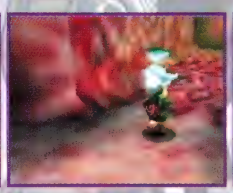
The next area is the north room off the east hallway. Here you must defeat another Tentacle. Use the tactics you used last time.

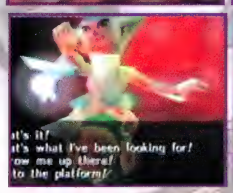


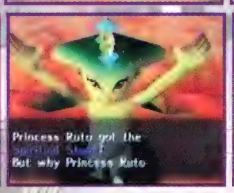


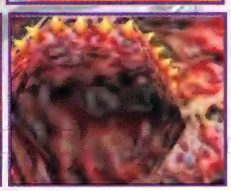
Killing the blue Tentacle opens the central hallway, and the last room in this part of the dungeon. Here you must defeat the green Tentacle and, to make it interesting, five Biri. It's easier if you take care of the pesky jellyfish first, and then focus on the Tentacle. As with the others, you need only hit it four times to make it disintegrate.

Bigocto and the Zora's Sapphire

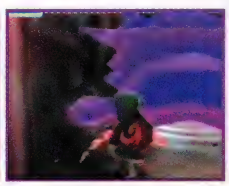



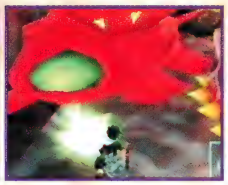




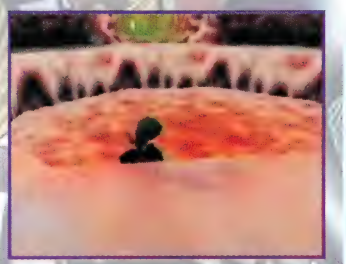


When you return to the central stomach area, you'll find the Tentacle in the northwest hole is now missing, leaving it open for you to jump into. You land on a platform with a door leading into the west chamber. Walk in. Ruto squeals with delight as she spots her lost treasure, the Spiritual Stone of Water. You must throw her up on the pedestal so she can reach it, but before she can jump down, the pedestal rises and carries her into the room above.





When it comes back down, a large octopus-like monster is on it. Navi tells you to aim for the opening on his backside, but Bigocto moves so quickly, it's hard to get close enough for a lock-on. Instead, stun him head on with a Boomerang attack. When he starts to recover, he spins around. Stun him again with the Boomerang and you'll have a 50–50 chance of stopping his spin with his behind facing you. Then rush in and stab him with your sword. It takes four rounds before he submits and dies.

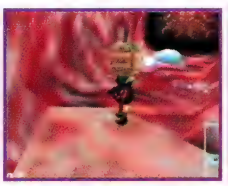


Tip

Watch the direction the pedestal spins to determine the direction Bigocto is moving. When it pauses to change direction, so will Bigocto!

When Bigocto is dead, hop to the pedestal and ascend to the room above. Princess Ruto is nowhere to be found, of course, so you must make your way through the passageways to the platform that will return you to the main floor.

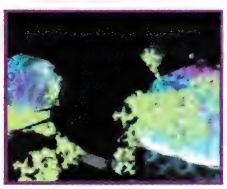
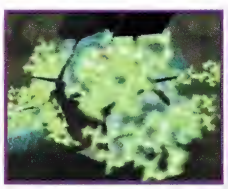
First, however, you must contend with another Octorok and two jelly-like blocks. They're electrical and dangerous to touch, but if you stun them with your Boomerang, they'll turn purple and you can use them as a bridge across the room.



After the platform slides down, it forms a connection from the first room in the dungeon to the hallway on the east side. Another door switch lies at the end, but it needs a weight to hold it down and open the door. Depress it with one of the boxes from along the west wall, and then enter the room beyond.

This area also is filled with Biri. Take them out with your Boomerang and then climb the wall to the top of the crag, where you'll find another door switch on the ceiling—barricaded by a transparent membrane. Only the Boomerang can possibly reach it. Lock onto the switch using Navi's Z Targeting and throw the Boomerang. You may have to reposition yourself, but eventually you'll hit the switch. Climb down and prepare to enter the Boss Arena!

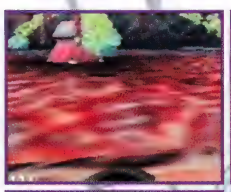
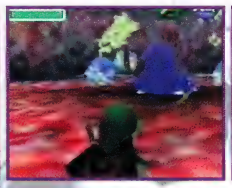
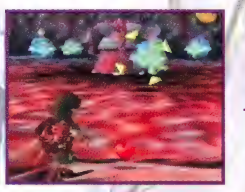
Bio-Electric Anemone: Barinade

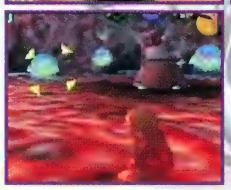



As Link enters the Boss Arena, his eyes are drawn to the giant creature on the ceiling. As Barinade draws his armor of gelatinous, electrical plates around his body, you can tell this is going to be a serious battle.

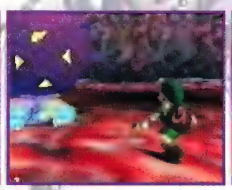
Barinade is the hardest Boss you've faced. Like almost everything in this dungeon, his main attack is electrical. You must keep constantly on your toes to avoid his bolts of electricity. Of course, moving all the time makes aiming the Boomerang (this battle's main weapon) more difficult than usual.

First, you must sever his connection to the ceiling. As he sprays you with electricity, lock onto one of the three tentacles and throw your Boomerang at it. One hit is all it takes to loosen it. Focus on each tentacle, and when the creature is completely free, prepare for the real fun.

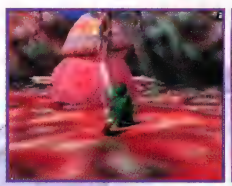


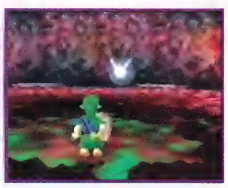
Ideally, you must first stun Barinade (to keep him from moving) and then whittle away at his jellyfish plates. Once he's freed, he'll spin his armored plates. If you can stun him and target one or two of the plates, you'll find your task much easier.



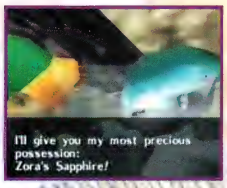
Once you've stripped him of armor, Barinade will spin around the room, shooting electrical bolts. Focus on hitting him with your Boomerang to stun him; then run over to deliver a blow or two with your sword. If you keep somewhat close to him and avoid the electrical charges, you'll find it easy to keep him pinned down.

If you run into trouble, the earthenware jugs at the perimeter of the Arena are filled with Recovery Hearts. Use them wisely!



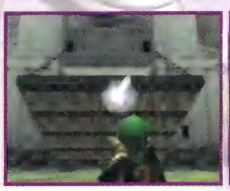


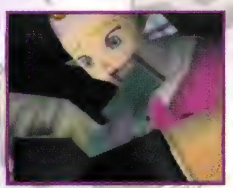
When you deliver the death blow, Barinade pimples up and explodes, filling the room with green goo. The warp point appears, as will your customary Heart Container. Grab the Heart and join Princess Ruto in the ride home.



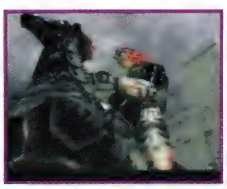
Outside, Ruto breaks down and expresses her awe at your skill. Because you've saved her, she offers you any reward you want. Regardless of what you choose, she'll know that you want the Zora's Sapphire. She's glad to give it over, but once you hear the story behind it (the Zora's Engagement Ring), do you really want it? Link seems oblivious, and with all three Spiritual Stones in his possession, it's time to head back to Hyrule Castle and Princess Zelda.

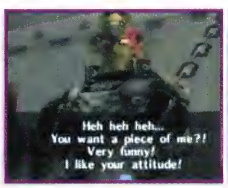
The Beginning of the End?

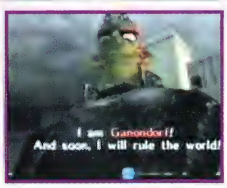


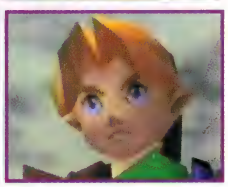


You arrive at Hyrule Castle at night. Everything is closed up. Suddenly, the drawbridge opens and two figures on horseback race by—Zelda and Impa are fleeing the Castle. As they pass, Zelda tosses something at you. It falls into the moat.

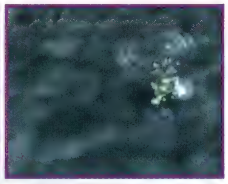




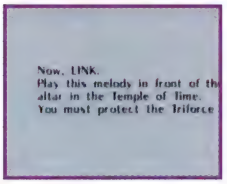




Pursuing them is the dark figure from your dreams, Ganondorf. He pulls up beside you and asks where they went. He laughs at your resistance and then shoots you with a firebolt as proof of his power. Declaring his intention to rule the world, he rides off. Things are getting serious!

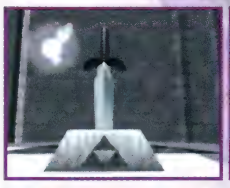


First, find whatever it was that Zelda dropped. In the moat, you can spot a shiny blue object. Dive in and fish it out!

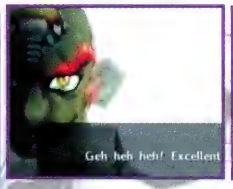


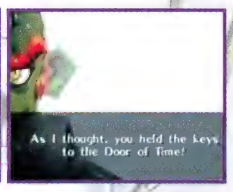
In your hands you now hold the Ocarina of Time. As you continue holding it, you receive a telepathic message from Zelda herself. She tells you what you must do next to stop Ganondorf and protect the Triforce.

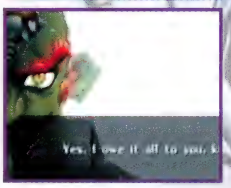
Run into the city to the Temple of Time. At the altar, play the song Princess Zelda taught you on the Ocarina of Time. The three Spiritual Stones leave your pack and hover over the altar as the Triforce shines and the Door of Time opens.



You rush inside to find a sword embedded in marble. Navi informs you that it's the legendary blade, the Master Sword. Only the true Hero of Time can pull it from the stone, so it comes as no surprise that it slides out easily.



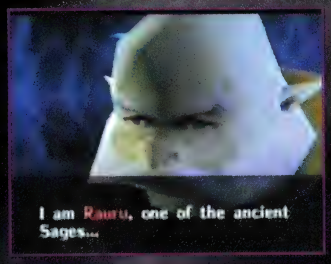




As a bright blue light envelops you, everything gets still. Then the triumphant voice of Ganondorf rings out and he reveals his trick. Can you save the Triforce now?

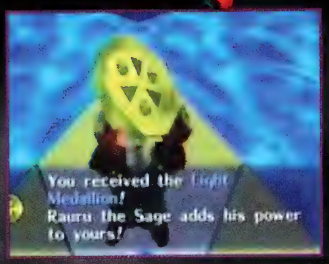
The Temple of Time and the Search for the Forest Medallion

Seven Years Later

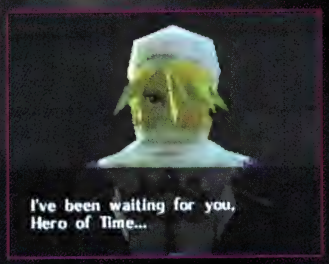


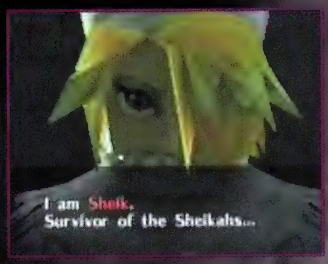
When Link awakens, seven years have passed in the Kingdom of Hyrule. Everything is in disarray. Rauru, the Sage of Light, tells you you're deep inside the Temple of Light, in the Chamber of Sages. He explains how you came to be there. A lot has happened since you hefted the Master Sword.

It's time for you to fulfill your destiny as the Hero of Time.



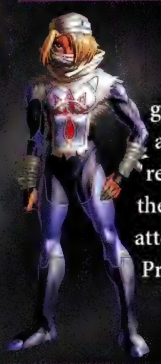
To start you on your quest to collect power from the temples via the Sages' Medallions , Rauru hands over his own Light Medallion, and adds his power to yours. Then he returns you to Hyrule, and the Temple of Time.



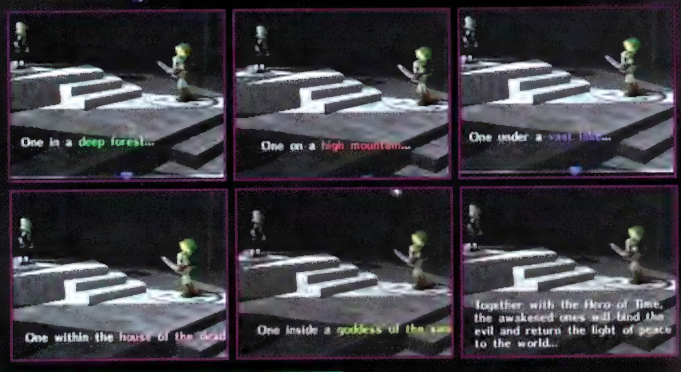


The first and most obvious change is Link's size. As Navi so aptly puts it, "Link, you've grown up!" Link reacts with shock at his new appearance. And so will you when you discover the difference being big makes.

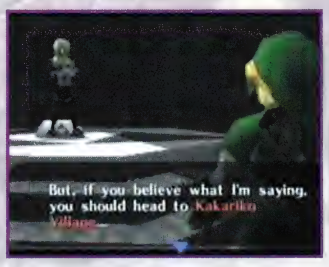
As an adult, Link can use a greater variety of weapons and wear a larger variety of armor and equipment. Of course, you must reequip Link again from scratch, but that's part of the fun.



A strange, and yet hauntingly familiar, figure greets you there. A young man of your age steps forth and introduces himself as Sheik, one of the few remaining Sheikahs. You may recall the Sheikahs were the race of people to whom Impa, Princess Zelda's attendant, belonged. Perhaps Sheik has news of the Princess's health and whereabouts.


One in a deep forest...
One on a high mountain...
One under a vast lake...
One within the house of the dead
One inside a goddess of the sun
Together with the Hero of Time, the awakened ones will bind the evil and return the light of peace to the world...

Sheik further explains your quest and relates the prophecy that detailed the locations of the Sages' Medallions. You'll find temples in the forest, in a mountain, under the water, in the house of the dead, and, finally, in the desert.



The Forest Temple is the first place you must visit, but before you head there, you must obtain a helpful piece of equipment from Kakariko Village.

What to Expect

Because Link's body has matured, it's only right to expect that your quest to save Hyrule from Ganondorf's evil has also matured. The search for the Spiritual Stones focused on meeting the people and exploring the towns and regions of Hyrule, in addition to learning the dungeon system.

Now, your quest to gather the five remaining Sage Medallions will force you to confront large and confusing dungeons almost exclusively. You still have plenty of people to meet, games to play, and towns to explore, but most of this section's real action takes place in the temples. Prepare to spend long hours hunting down keys and solving puzzles—and kicking some monster butt! As an adult, Link can do more, and that's just what's expected of him!

The following chapters focus more on getting through the dungeons quickly and easily than on pointing out the great changes that have occurred in the seven years since Link was sealed in time. To enjoy the *Ocarina of Time* fully, when you get tired of tramping through dungeons, revisit old friends and locations. You'll also find that the minigames you played as a child (those that remain) have been retooled and have new prizes to shoot for. A few more have been introduced to replace those that didn't last the seven long years.

The Forest Medallion

Deep in the Lost Woods, you'll find the entrance to the Forest Temple. You've been here before, but you didn't realize how truly sacred the location was at the time. You'll need some kind of grappling hook to get in the front door, so follow Sheik's advice and head to Kakariko Village, where the (deceased) Dampé has a present for you.

Requirements for the "Forest Temple"

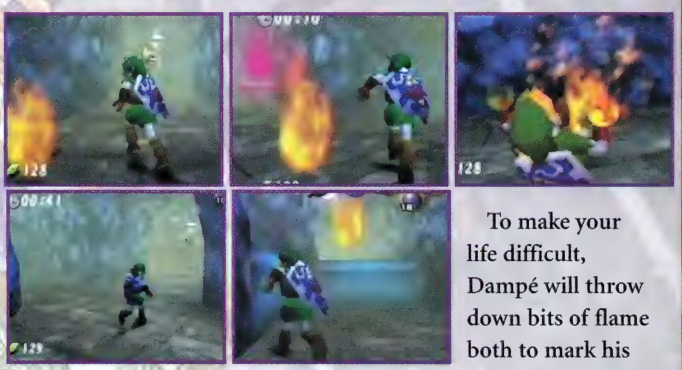
1. The Hookshot
2. The "Minuet of Forest"

Race for the Hookshot

A note in Dampé's old shed tells of a springy toy the old Gravekeeper once owned. He liked it so much, there's a good chance he took it with him to the grave.

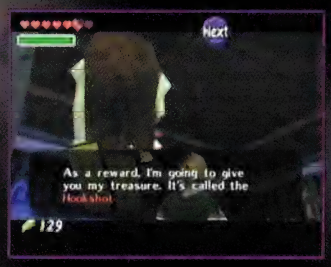
If you check out the Graveyard, you'll find that another grave has been marked with flowers. Pulling the tombstone aside, you'll find a hole that leads to the man himself.

Although dead, Dampé still hasn't lost his competitive spirit. When you run into him, he immediately challenges you to a race. Go ahead and accept. The object is not to beat him, but to keep up.



To make your life difficult, Dampé will throw down bits of flame both to mark his path and to hamper your pursuit. If you run into one of these burning embers, it will knock you flat and you'll take damage. Swing your sword or roll to extinguish the flames and try to make up for lost time. If you don't dawdle, you can find Dampé using the same flames that just lost you time.

As Dampé races through this crypt, he'll go through three doors that will close after him about 10 seconds later. If you get lost or delayed by fire and fail to make it through the door, the race will end and you must start over from the beginning. The same thing will happen if you fall into the gorge at the home stretch.



If you keep up with him, Dampé gives you a present—the Hookshot! Equip this to one of your C Buttons and use it where you'd once have used the Boomerang. In addition to its use as a weapon and retriever of Gold Skulltula Tokens, it also will come in handy as a spring-loaded grappling hook. Use the laser sighting to target an appropriate hook point and fire. If the hook at the end can get a firm hold, it will pull you across with it. The Hookshot works very well on wood and not at all on stone.

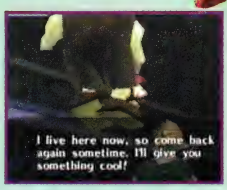
With your Hookshot in hand, you can now head to the Lost Woods, where the Forest Temple awaits you. To exit Dampé's Crypt you first must move the block in front of the exit. Careful observers will notice that the markings on this box match those on the Door of Time. If you query Navi, she'll suggest playing the "Song of Time." If you follow her advice, the stone will move aside as if by magic and you can continue on your way.

Dampé's Crypt drops you off in the Windmill. Grab the Piece of Heart on the neighboring ledge and talk to the Music Box player, if you dare.

How to get Epona

Yes, it's true! Epona was meant to be your horse. But if you go back to Lon Lon Ranch, you'll find that Ganondorf's corruption has spread here, too. Ingo the Stablehand has taken over the ranch and forced poor Talon out.

Tip



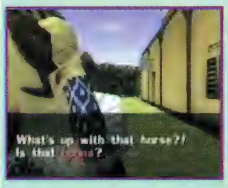
Return here later to take Dampé on again! If you can beat him in a minute or under, he'll give you another reward—a Piece of Heart!

But to keep you from spreading rumors, he'll let you ride one of his fabulous horses for a while. Once you're in the corral, you'll notice that two of the horses are saddled—the rust-colored Epona and a standard brown mare. Climb aboard the brown horse and ride her around until you get a feel for life in the saddle. Use the Control stick to control the horse and the A Button to urge it to go faster. The six carrots in the middle of the screen show how many pats you can give the horse before the meter must recharge.

The second time you pay to ride a horse, you'll find you can challenge Ingo to a race. Do this while riding the brown horse, and you're doomed to failure. At 50 Rupees a race, you can lose a lot of money this way! Instead, take this time to call Epona over, using the special song Malon taught you long ago. The gentle strains of "Epona's Song" bring the ruddy mare directly to you. Climb into the saddle. You'll notice immediately how much faster she can go.

Challenge Ingo to a race while you're riding Epona, and you'll find you actually have a good shot at winning. Use your carrots sparingly and nudge Epona into the lead. Make sure you have one or two carrots left after you take the front position to keep Ingo from pulling back ahead.

If you win the first race, Ingo challenges you to a second. At stake—Epona's ownership. If you best him again, Epona is yours for the taking. Use the same tactics as before and you should have a challenging time beating him.



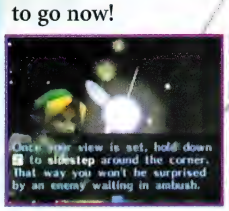
When Ingo realizes which horse you're riding, he'll renege on his bet, locking the gates and refusing to let you leave. This obstacle is easy to overcome. You're on a horse, and horses leap gates ….

The front gate is a difficult jump to line up, but you can make it over the outer fence with ease. Starting from the front gate, urge Epona into a gallop toward the middle section of the outer fence. This gives you ample space and time to get her in line with the fence and going at a fast enough clip. Again, use your carrots wisely so Epona is running her fastest when she reaches the fence and you'll sail over with no problem.

Outside, you can ride Epona almost anywhere. She can't enter towns or wade through water, however. She'll let you know her limitations. If you lose track of her, just play "Epona's Song" and, if she can, she'll come running to you.

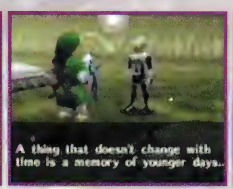
The Forest Temple

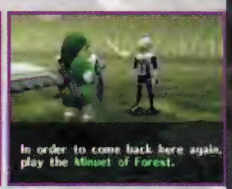
By this time, Navi has told you she's concerned about the state of things in the Kokiri Forest, and that she's worried about Saria. The last time she expressed such concerns, you had to go to the Sacred Forest Meadow in the Lost Woods—and that's where you have to go now!

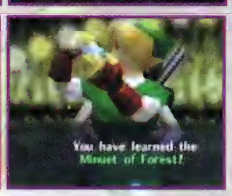


Physically, not much has changed since you last visited, except the Kokiri seem to have vanished and Kokiri Forest has been overrun with giant Deku Baba and Mad Scrubs. Head directly to the Sacred Forest Meadow. It will seem like nothing's changed until you head into the hedge maze itself. Use the Z Button as Navi instructs you to peer around corners and check for enemies. Now the route through the maze is guarded by giant goblin-like monsters wearing chain mail shorts and carrying big spears. If one of them sees you, he'll run you through with his spear. Stay out of sight until he turns around and use your Hookshot on him! One shot is all it will take.

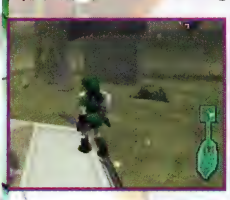
At the end of the maze, you'll find the corridor leading to Saria's secret place is now guarded by a Moblin. This giant hefts a large mallet that sends a quake through the earth when it hits. Dodge his blows by weaving left and right. When you draw close to him, under the reach of his hammer, stab him with your sword. It takes three hits to down him.



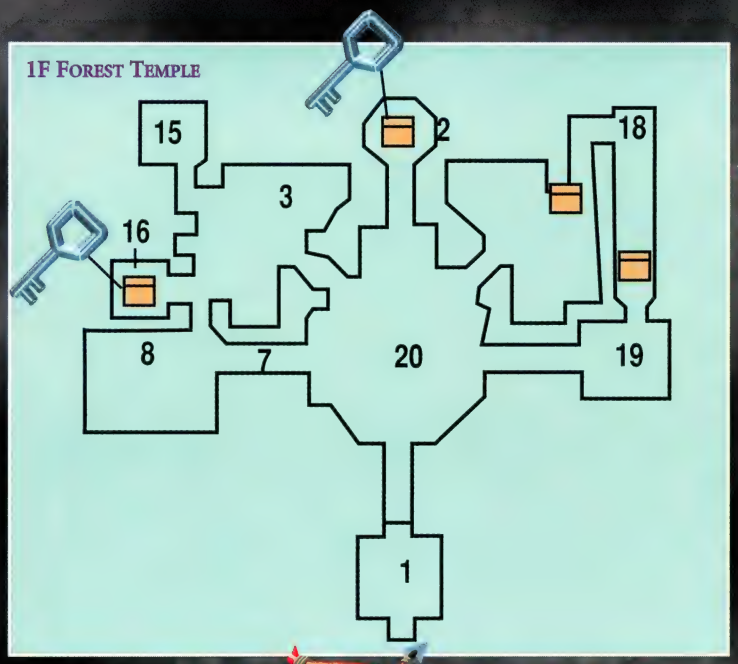


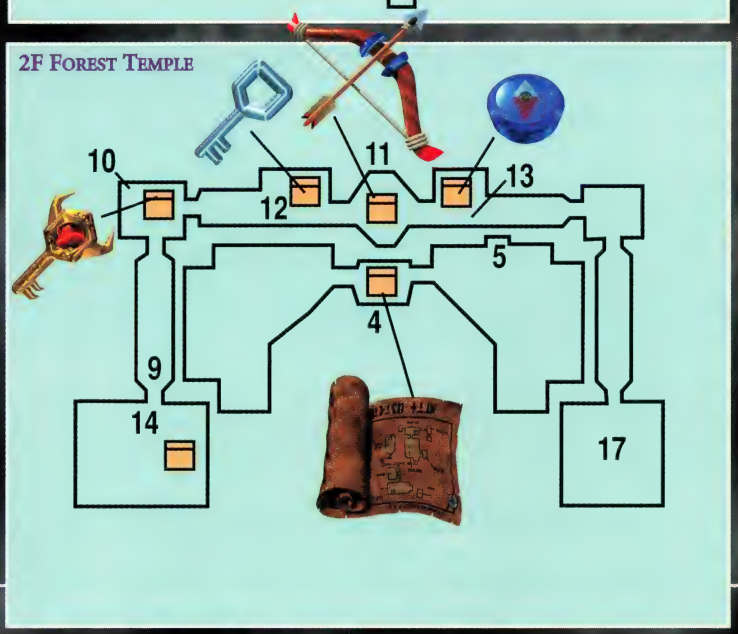


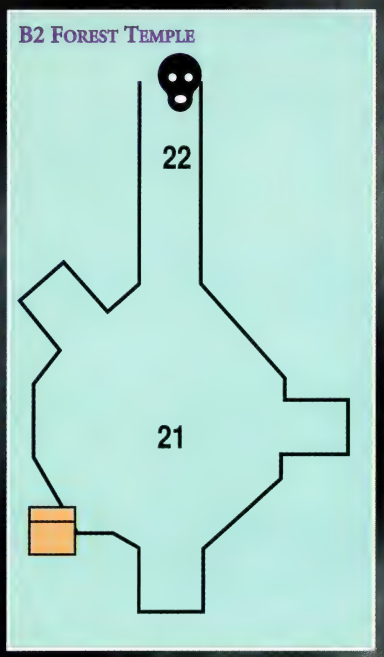
In Saria's secret place, you'll run into the mysterious Sheik a second time. After a brief soliloquy about the lasting nature of friendship, he teaches you the first of six songs you can use specifically to warp to different locations. The "Minuet of Forest" will always take you back to the Triforce Symbol in this area. When you awaken the Sage of the Forest Temple and acquire the Forest Medallion, you can go back to the Temple of Time in Hyrule Castle. Sheik will teach you the second of these songs—the "Prelude of Light," which will always warp you back to the Temple of Time.



Once you've learned the "Minuet of Forest", you're considered prepared to enter the Forest Temple. If you want to fill your bottles with Fairies or something, now would be a good time to do so, especially with a Fairy's Fountain nearby in the middle of the Hedge Maze. When you're ready, use your Hookshot on the tree limb above the broken staircase into the Temple. Then walk right in ….





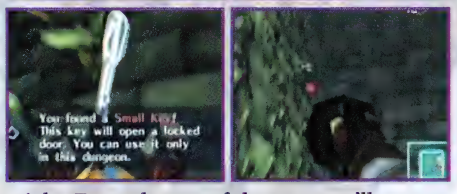


1. Climb the wall to the top of the tree and pick up the Small Key in the chest across the way.
2. Defeat two Stalfos for a Small Key.
3. Climb wall to the room on 2F.
4. Defeat Blue Bubble to get Dungeon Map.
5. Hookshot to the switch.
6. Climb down the well to get Small Key.
7. Enter the locked door to the west.
8. Solve the block puzzle.
9. Enter the twisted hallway.
10. Jump over to door on the right.
11. Defeat three Stalfos for the Fairy Bow.
12. Defeat Joelle the Poe for the Small Key.
13. Defeat Beth the Poe for Compass.
14. Shoot the eye to untwist the hallway.
15. Get the Boss Key and drop down the hole into the room.
16. Defeat the Floormaster for the Small Key.
17. Shoot the ice-covered Eye Switch with the flaming arrow to twist the hallway.
18. Avoid the falling ceiling.
19. Defeat Amy the Poe.
20. Defeat Meg the Poe.
21. Push the rotating walls in one complete circuit.
22. Unlock the door to the Boss Arena.

THE HUNT FOR SMALL KEYS

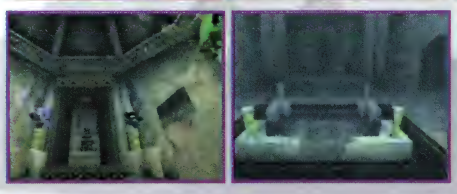
The Forest Temple is the first dungeon where you'll find a Small Key for every locked door and a Boss Key for the door to the Boss Arena. Longtime fans of the Zelda series won't be surprised by this turn of events, but it does mean you'll have to change your style of adventuring somewhat.

When you enter the front courtyard of the Forest Temple, two Wolfos jump out at you. This isn't the first time you've fought them, so you know their weak point. Aim for the back when they turn around and you'll dispose of them in seconds.



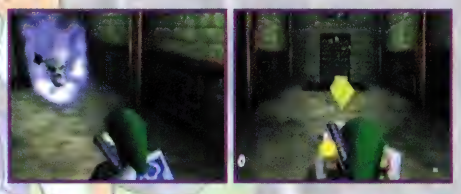
Before entering the Temple, however, you must explore the courtyard further. Climb the wall to the right. From the top of the tree, you'll see a small chest on the trunk on the other side. Hookshot or jump over and grab the first Small Key of the dungeon. Don't forget to grab the Gold Skulltula on the vines as you make your way down!

Entering the Forest Temple, you'll come across a Big Skulltula in the hallway. Now that you're old, you can take care of these monsters with one sword strike to their bellies or a Hookshot to the face.

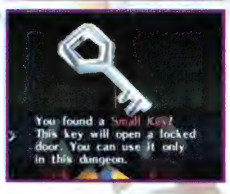


As you enter the temple's main hall, you'll notice the spectacle on the main floor. The four colored flames of the torches around an elevator suddenly leap up and take on the shapes of ghosts. As they disperse, the elevator descends until the top melds with the floor. The four ghosts make up this dungeon's Sub-Boss, and you must defeat each as you run into them. Once you've done that, your ride to the basement, and the Boss, will reappear.

The door at the top of the staircase directly across from the entrance is unlocked—a good indication of where to venture next. As you go to open the door, you should hear the faint rustling of a Gold Skulltula. It's on the wall to your right, easily reached by the Hookshot.



On the other side of the door, you'll confront a Blue Bubble. These things are all over the dungeon, so get used to fighting them. First, Z Target this one and joust with your shield. One bump is all it takes to dispel his corona of blue fire, leaving him vulnerable to attack. Then take him out with two or three sword thrusts. Because he's now hopping around the floor, be sure to use the Z Button to angle Link's attacks downward.



In the room beyond, you'll get stuck fighting two giant skeletons called Stalfos. These beasts are large and can produce quite a bit of damage until you get used to them and develop an effective attack style. You must use the Z Targeting system to confine the attacks against you to one Stalfos; then lure it close so it raises its guard to strike. At that point, immediately strike it with your sword. Another less risky method is to entice it to leap at you so that you can sidestep and launch your own attack from behind. After dealing with both of them, a chest containing a second Small Key appears in the center of the room.

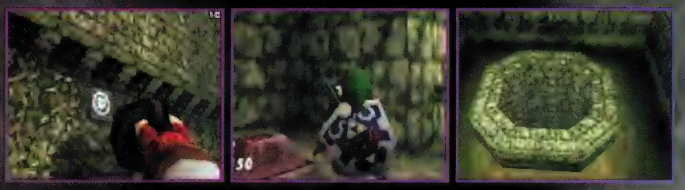
Tip

One of the jugs in this room contains a regenerating Fairy. If you need one, remember to come back here and let it fill up your Health Meter, or merely Bottle it.

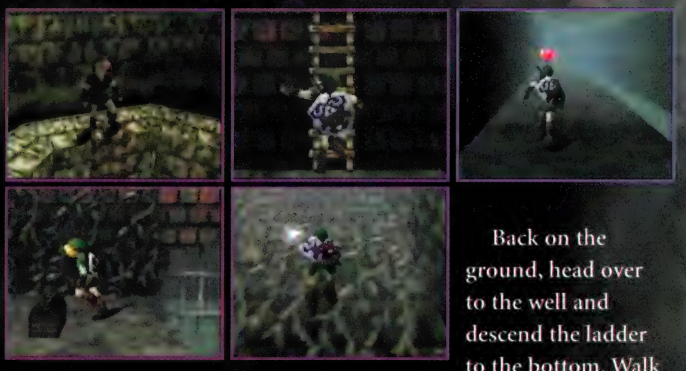
Enter the door at the top and defeat the Blue Bubble inside to receive the Dungeon Map. When the doors unbar again, leave by the one marked with the Forest Temple seal and step onto a small balcony.

Head out the door to the northwest courtyard. A Time Block obstructs you, but you can easily open a path with your Ocarina: play the "Song of Time," and in an instant the door is unblocked.

The inner courtyard is guarded by a giant Deku Baba and an Octorok swimming in the small brook. Ignore both, and head directly to the vine-covered wall to the right. Take out the first two Skulltulas on the wall with your Hookshot. Because you can't reach the other one, climb the vines, making sure to pass the remaining spider when it's facing away from you. If it sees you, it will charge in for an attack and knock you to the ground.



Hookshot over the other wall niche using the Hookshot target above. These bull's-eye shaped blocks are made of a material the Hookshot can cling to, and are a good indication of what's expected from you. In the niche, step on the switch and watch the water in the well drain away.

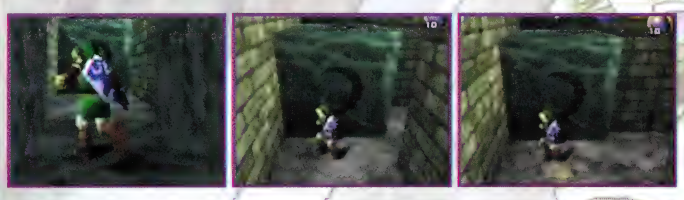


Back on the ground, head over to the well and descend the ladder to the bottom. Walk across to the other side picking up the Recovery Hearts and the third Small Key in the chest at the end of the hall. Climb the wall of vines to the top and prepare to start exploring the temple more thoroughly!

The West Room

You can't get into the room to the East, so by default unlock the western door and enter the hallway. After defeating the Big Skulltula, you'll enter a cavernous room.

After disposing of the Blue Bubble, climb up the two ladders on the wall to a small room. Navi is quick to point out the trail of yellow arrows on the floor. If you follow them to the end, you'll find a depression in the floor the size of a large block—like the one in the short hallway to the left when you first entered the room. Pull the block out until it's fully in the hallway, and then push it down the hall as far as it will go.



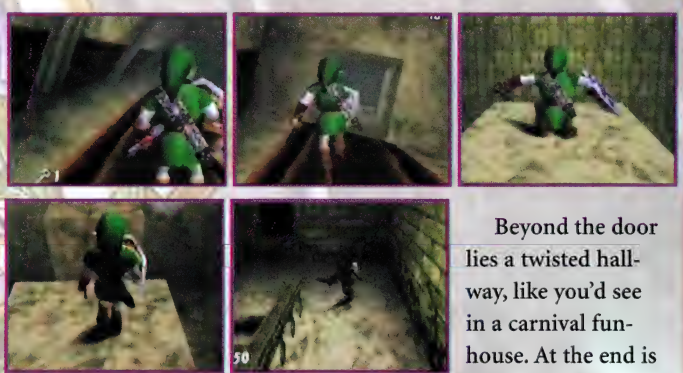
Run around and push it from its side into the depression on the floor. Now it's at a height you can climb.

Don't fall into that trap, though! Climb the recessed ladder in the hall where the block was to the next level of rooms. Follow the ledge outside, where a brown box blocks a hallway. Push the block as far as it will go, and then take the ladder back down and climb up again using the first block.

This way, you can just finish pushing the brown block into place and continue climbing to the top.

The Fairy Bow

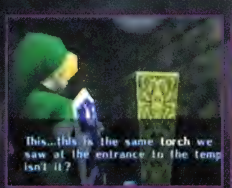
This passageway leads to a room occupied by two Blue Bubbles. They will home in on you, so dispose of them, and then enter through the door. Note that the Hookshot doesn't affect the Eye Switch above the door. Some other item is needed …



Beyond the door lies a twisted hallway, like you'd see in a carnival funhouse. At the end is a strange room inhabited by even stranger creatures. When you enter, Navi warns you to watch for the shadows of creatures living on the ceiling. She's referring to a species of predator called the Wallmaster. These severed hands drop down on stationary interlopers and pick them up for disposal. The solution—keep moving. In this room, you can just jump to the block in front of you and then to the doorway to the right.

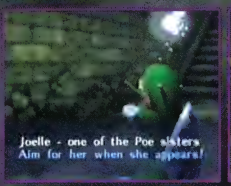
Head down the staircase into the room in the middle. Here a lone Stalfos drops in on you. After you defeat it, its two companions ride down from the floor above. After you defeat all three, a large chest appears, holding the Fairy Bow. Equip this to one of your C Buttons: it becomes the adult version of your Slingshot.

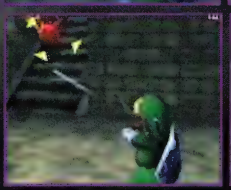
The "Little Women" Poes

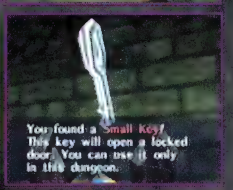


Head back out onto the west staircase, where a golden torch sconce stands as a reminder of a Sub-Boss battle in the making.

As you walk back up the stairs, notice the paintings on the wall. A ghost inhabits one. Shoot the picture with an arrow while the ghost is present, and it will burst into flames. Take care that the ghost doesn't see you, or it will flee to the next painting in line. After you've disposed of all three haunted paintings, the ghost appears and heads downstairs for a fight.







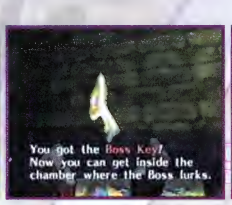
Joelle is the first of the four "Little Women" Poes you must conquer. Querying Navi reveals you can only strike her when she's fully materialized. The best weapon for this job is your trusty Bow. Z Target the ghost, wary of her nasty spin attack, and when she appears, shoot her with an arrow. Once you get the hang of it, you'll find the five hits necessary to defeat her go by quickly. Once she's defeated, she'll relight the torch and a small chest with a Small Key will appear.

Head to the east staircase and repeat the process against Beth the Poe. Your reward for defeating her is the Compass.

Instead of using your remaining key to unlock the door at the top of the east staircase, it's time to finish exploring the west side of the temple. Head back down the twisted hallway and into the Blue Bubble room. Use your Bow to shoot the Eye Switch shut. This straightens the twisted hallway.

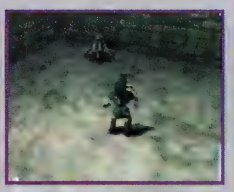
The room at the end also will have twisted and you'll find the bright turquoise-and-yellow chest holding the Boss Key on the floor instead of the wall. Jump down to the floor and grab the key.

First, you'll want to lure the Wallmaster onto the ground. Stay still until the shadows beneath your feet start to grow and a horrible groan fills the air. Before the Wallmaster drops, sidestep it, and then attack that creepy hand. If you manage to kill it before it ascends to the ceiling, you'll never see it again!



Once you have the Boss Key, drop down the hole in the floor into the room below. You must defeat more Blue Bubbles, but once you do, you'll be allowed out on the ledge.

Grab the Recovery Hearts if you need them, but don't fall off the arch! You still have work to do in this area.



Defeat the Big Deku Baba and then head into the first room to your right. In here you must defeat a Floormaster to pick up the last Small Key. Floormasters are identical to Wallmasters, but they're a little trickier to kill. When they turn green, raise your shield to avoid getting hit by their charge attack. When the hand bounces off, stab it with your sword a few times. The death blow splits the hand into three little hands. If you can manage it, charge up a spin attack while they're around and you should be able to take them all out at once. If not, target each one and attack with your sword. One good hit should do it. Avoid wasting time or letting one grab hold of you. They have a nasty habit of squeezing the life out of you and then growing back into a big hand again.

When you're finished, head back out to the ledge and go through the door at the end. You're back in the cavernous west room again—right where you want to be. Climb the two blocks to the Blue Bubble Room and retwist the hallway by shooting the eye open.

Back in the east stairwell, it's time to open the locked door at the top of the stairs. This room is similar to the one on the west side, even down to the Wallmaster-haunted ceilings. Jump to the doorway on your right before you get caught, and go through the door.

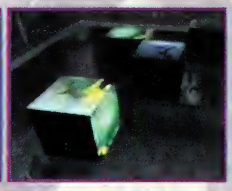
This hallway is perfectly straight, but its resemblance to the previous one tells you there must be a way to twist it. Instead of Blue Bubbles, you get to dodge Green Bubbles. The gaseous corona around these skulls dissipates naturally, leaving them very vulnerable to attack. One quick sword thrust is usually all it takes to dispose of them once they're unprotected by flame.

At the end of the hall you'll enter another curious room. Here you must jump onto the moving circle of platforms and shoot the ice-covered Eye Switch. Plain arrows won't work, so heat yours up by shooting them through the torch in the center of the room first. This way you can melt the ice and trip the switch. Or, you can also use Din's Fire here.

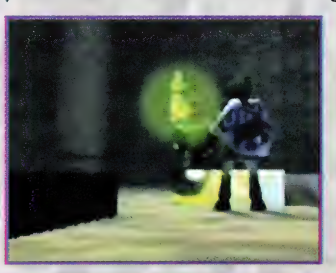
When you walk back out into the hallway, you'll find that it has also been twisted up. Dodge the Green Bubbles and then jump down the new hole at the bottom of the Wallmaster room.

Only one more obstacle stands between you and the third Poe sister—a falling ceiling! The map shows two exits to this room. The one in the hallway to the right leads back into the northeast courtyard. Unless you really want the Recovery Heart in the chest below, bypass that path and deal with the ceiling directly.

As you draw near the beginning of the puzzle, Navi will warn you as the ceiling falls the first time. At this point you can see which squares are most likely to be safe as you make your way to the door. Stepping on the switch causes a chest of arrows to fall from the ceiling. If you need a refill, grab them on your way out. For the most part, this puzzle is easy. Just watch out for the Big Skulltulas guarding some of the best open spaces!

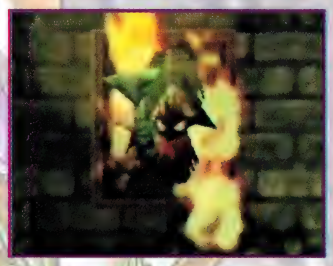


In the room beyond, you'll find another unlit torch and a bunch of blocks on the ceiling. Look at the back wall to spot a large portrait of the next Poe. Shoot the painting as before and the blocks will drop to the ground. You have a minute to push together the picture of the Poe. If you succeed, the fight begins. If you don't, the clock resets (with 10 seconds added) and the blocks are reshuffled. This puzzle is all about luck. If you get a good configuration of blocks to begin with, moving them into position is a piece of cake. If you don't, a minute is never enough time to shuffle things correctly.



When you do push the picture together, the blocks recede into the floor and Amy appears. Defeat Amy the Poe as you did her sisters. The larger room gives her more space to evade your Z Targeting, so stay close—but not too close! You won't get anything, except maybe some arrows, for defeating her, but it puts you closer to freeing the elevator.

Walk through the next hallway and you'll find yourself back in the temple's main hall. Meg, the last of the Poe sisters, is waiting for you in the center. Instead of taking you on one-to-one, she splits into four parts and encircles you.



Defeating her is as easy (or as hard) as choosing the right ghost to hit. Standing in the middle, raise your bow and take aim. If you think you have the correct ghost in front of you, shoot it with an arrow. If you're right, the ghost will wince with pain and disappear to regroup. If you're wrong, you have two more shots to guess correctly before you take an automatic hit from Meg. The "real" Meg spins around once upon appearing. Don't fight the battle in first-person view. You can't see all four ghosts.

When the fifth true shot is delivered, Meg too will crumble, relighting her torch and causing the elevator to rise.

Take a moment to scour the main hall for supplies before heading down to the basement—and the Boss! You can find arrows and potions in the jugs by the staircases, and don't forget the one Fairy in the north room.

The Basement

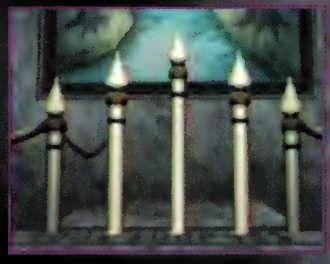
The trick with the basement lies in its rotating walls. When you first arrive, iron bars block all your paths. The switch behind the south room's gates provides a hint of what's in store.

Grab hold of a wall and give it a push in a counter-clockwise direction. It rolls forward into its next position automatically, exposing an alcove with a single floor switch. Press down on the switch and a gate opens somewhere. Give the wall another push in the same direction and see what rooms open this time.

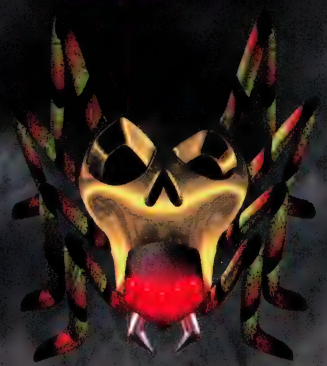
After the third push, you'll find a room with a Big Skulltula, a chest with arrows, and a Gold Skulltula.

When you return the wall to its original position (after the fourth push), you'll be able to access the south room with the switch, which opens the door to the hallway to the Boss Arena. Before unlocking the Boss door, however, make sure you're fully stocked with arrows and healing potions or Fairies! Remember you can use the elevator freely now.

Evil Spirit from Beyond: Phantom Ganon



Entering the Boss Arena, you find yourself in a small personal art gallery. The problem is all the paintings look the same. When you try to leave, a gate traps you inside.



The figure that appears is that of Ganondorf on his midnight-black steed—or is it? When he gets close enough for a good look, he looks like Ganondorf until he rips off his mask to reveal a hideous phantom. As he rides off into one of the paintings, you can tell that you're in for a bumpy ride.

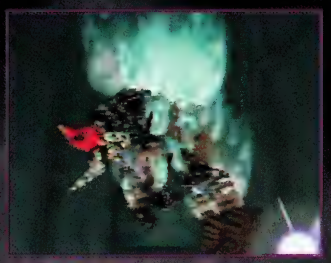
This fight has two distinct parts. First, you must shoot Phantom Ganon three times with an arrow as he tries to exit a painting. This sounds simple, but it isn't. To make things more challenging, Phantom Ganon has a phantom, riding the paintings with him. Just when you think you've got a bead on one as he rides to the edge of the painting, he'll turn and head back while another Phantom leaps from another painting and attacks. If you're lucky, that painting will be right next door, but more often it's several frames away.

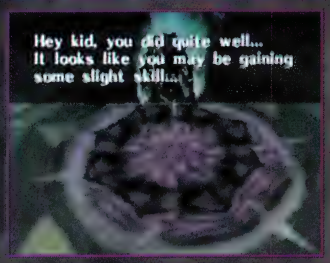
The easiest way to handle this is to figure out which two paintings he's in and choose the one where he's a little bit brighter. As Phantom Ganon starts to leap from the frame, shoot him with an arrow to halt his progress. After the third time, his horse disappears and it's time to deal with him one-on-one.

First, put your bow away and unsheathe your sword. The next part of the battle is tricky: you must return Phantom Ganon's fireball attacks with your sword. As in baseball, you must time your strokes so you bat back the ball of light before it hits you. Making this more difficult, the Phantom floats around the room at odd angles, attacking from both near and far. Return a close-range attack and you'll be more likely to hit him—and be hit! Return an attack from far away, and you give Phantom Ganon more time to return your volley. The nice thing is you can Z Target him, which helps tremendously, and you can block his fireballs with your shield.

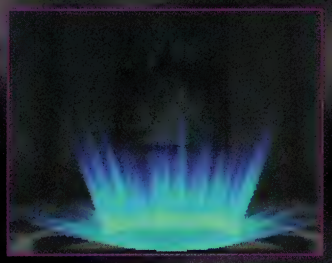
When you hit Phantom Ganon with one of his own fireballs, he crashes to the ground. Run toward him and attack him with your sword! One of those nice, high-powered Jump Attacks works very well here.

By about the fourth attack, Phantom Ganon should be nearing the end of his Health Meter, and he'll add a new attack to his repertoire. When you see him charge up his staff with a kaleidoscopic light, prepare to move fast. Ganon will hop on his staff and ride it like a broom. If you wait until he targets you and starts his swoop, you can sidestep him easily and avoid taking damage.



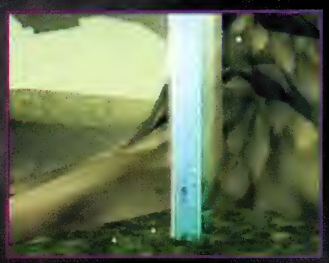


When he dies, the real Ganondorf is almost impressed by your strength, but he warns you the battle with *him* will be far more difficult.

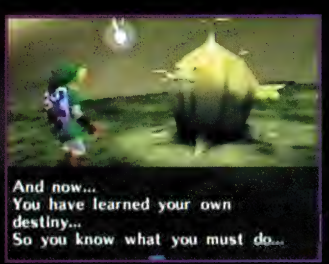


Grab your Heart Container and hop into the warp portal. You'll travel to the Chamber of Sages, where an old friend awaits you.

Saria has awoken as the Sage of the Forest Temple and is pleased to give you the Forest Medallion as a reward.



Medallion in hand, you return to where this all started, the Great Deku Tree. A new sprout waits to come forth. Its eruption from the ground startles you no less than the story it tells of your true identity.



Once you've recovered from the shock, the Deku Tree Sprout urges you on your way. As the Hero of Time, you must continue your journey to save Hyrule!

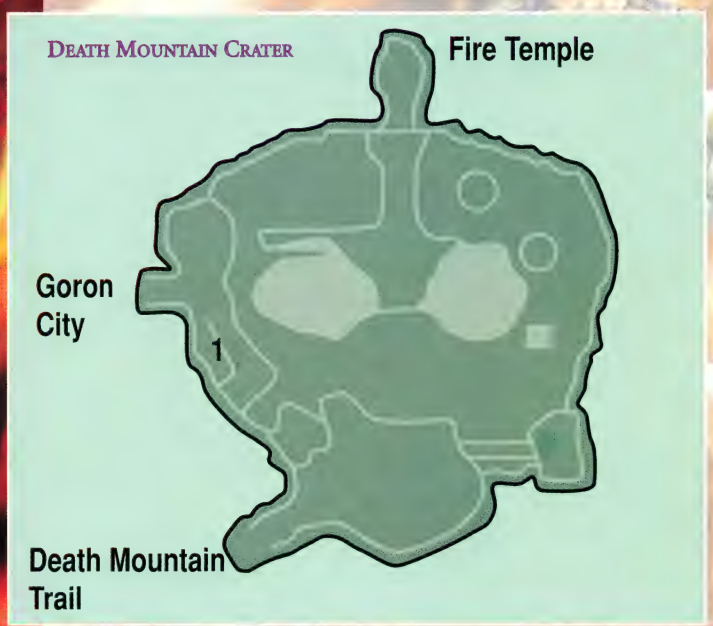
The Fire Medallion

Requirements for the Fire Temple

1. Goron Tunic
2. Bolero of Fire

Deep in Death Mountain Crater lies the entrance to the Fire Temple. Getting there is another puzzle altogether! To solve it, pay a visit to Goron City. You need to pick up one of their heat-resistant tunics, anyway, to stand a chance around the crater's high temperatures. And there's a good chance someone there might know what to do next.

Death Mountain



Crater

1. Great Fairy Fountain (hidden)

When Navi tells you of the strange cloud over Death Mountain, your first instinct is to run up Death Mountain Trail and check it out. The only problem, besides the treacherous heat, is that there's no way to cross from the south part of the crater to the north part, where the entrance to the Fire Temple lies. Everything is either too far away or blocked by unbombable boulders. What's a Hero of Time to do?

The Gorons have one of your needs (the Goron Tunic), so turn around and head back to Goron City to see if you can find any answers.

Link and the Goron Tunic

When you arrive in Goron City, you find it deserted of all Gorons but one. On the middle floor, a young Goron is rolling around the walkway. He seems unstoppable, and that's how he wants it.

There's one way to stop him, but you must be tricky. A Bomb blast is the only thing that will bring the child to his senses, but he senses any obstruction in his path. Setting a Bomb down won't do. Instead, prepare a Bomb when he rolls toward you and, when he reverses direction, toss the Bomb ahead of him. He'll either run into it, or the blast will get him and he'll unwind in a fit of fury.

The young Goron's name is also Link and he's the son of your Sworn Brother and King of the Gorons, Darunia. Young Link tells you the fate of his people and of his father's rescue plan. As a show of what happens to resisters, Ganondorf plans to feed the Gorons to a newly awakened dragon in the volcano. If you'll help, Darunia's son will give you a Goron Tunic for free, and if you ask all the right questions, you'll even get directions to the Fire Temple entrance.

In Darunia's Statue Room, you'll find a secret passageway to the temple if you pull the statue out from the wall. Walk through to enter the crater from the western platform. Put on that heat-resistant Goron Tunic quickly! You'll be spending a lot of time here.

The bridge to the right leads to a dead end. There's a Great Fairy's Fountain behind that large dark-brown boulder, but you'll need something stronger than a bomb to blast through it. The bridge to the left is broken, but your Hookshot is just the right length to reach the wooden beam over the intact section. Hookshot over and Sheik suddenly appears.

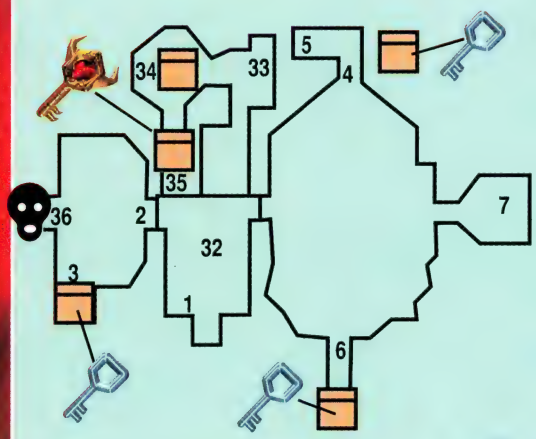
After some philosophical musing, he teaches you the "Bolero of Fire." This song works better than Darunia's secret entrance, because it deposits you right on the Triforce Symbol in front of the entrance to the temple itself.

When Sheik leaves, proceed into the cave and down the long ladder into the Fire Temple.

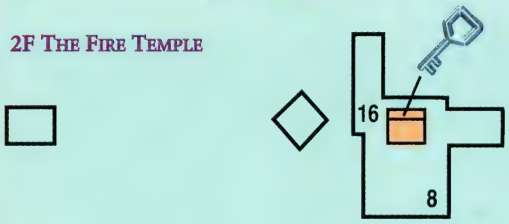
The Fire Temple

The fire and molten lava in this Temple make it highly unfriendly to human creatures. The Keese and Red Bubbles that nest here have adapted well and are usually found covered in flame. Take care where you walk, obviously; although the lava won't swallow you whole, it will eat away at your Health Meter. And by all means make sure that you watch for Fire Keese.

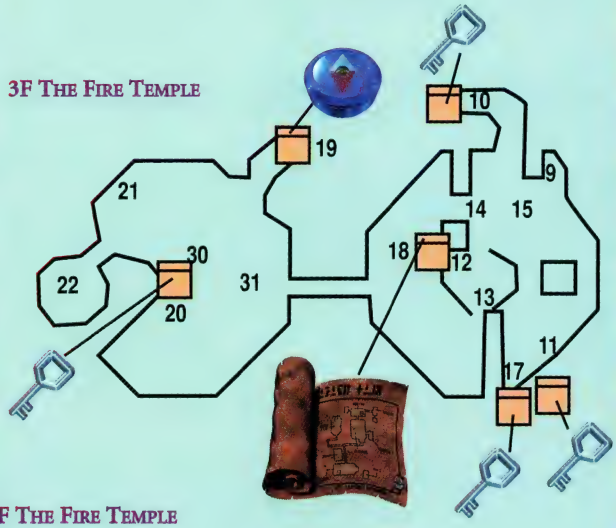
1F The Fire Temple



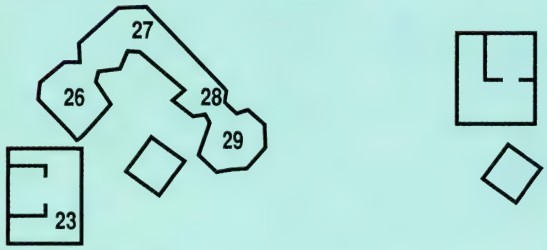
2F The Fire Temple



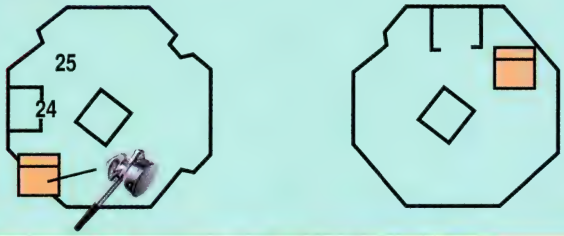
3F The Fire Temple



4F The Fire Temple



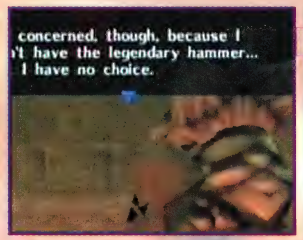
5F The Fire Temple

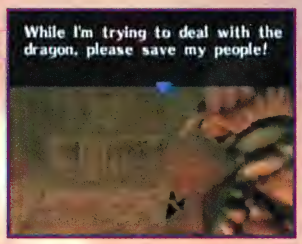


1. Enter room at the left at the top of the stairs.
2. Talk to Darunia.
3. Rescue Goron 1, and receive the Small Key.
4. Rescue Goron 2, and receive the Small Key.
5. Use the Time Block to climb to the Like Like room above.
6. Blast the wall to rescue Goron 3, and receive the Small Key.
7. Push the block onto the jet of flame and ride it up.
8. Use the Hookshot on the Crystal Switch.
9. Blast the false wall to reveal the Gold Skulltula.
10. Rescue Goron 4, and receive the Small Key.
11. Rescue Goron 5, and receive the Small Key.
12. Shoot the Eye Switch to enter the Map Room.
13. Enter the room and run around to Point 14.
14. Use the "Scarecrow's Song" here.
15. Bomb the crack in the stone.
16. Rescue Goron 6, and receive the Small Key.
17. Rescue Goron 7, and receive the Small Key.
18. Make a leap of faith to the door.
19. Avoid the flame walls to get the Compass.
20. Travel through the maze and cross through the cell.
21. Step on the switch to lower the flames.
22. Defeat the Flare Dancer.
23. Shoot the Crystal Switch with the Hookshot.
24. Step on the switch and run on the ledge to the Megaton Hammer.
25. Pound the block.
26. Break the statue in front of the door using the Hammer.
27. Pound the stone pillar with the Hammer.
28. Put the crate on the switch.
29. Pound block with Hammer.
30. Rescue Goron 8, and receive the Small Key.
31. Pound the column with the Hammer and ride it down.
32. Break down the secret door with the Hammer.
33. Defeat the Like Like.
34. Defeat the Flare Dancer.
35. Rescue Goron 9, and receive the Boss Key.
36. Hop across the column to unlock the door to the Boss Arena.

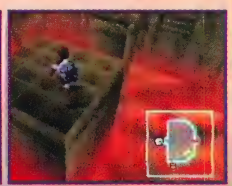
Floor One: Fire, Fire, and More Fire

When you enter the Fire Temple, proceed directly to the door on the left at the top of the stairs. The other option is the door below, near the stairs, where you'll find an imprisoned Goron and the chest containing the Boss Key. You can't reach the gate switch from this side, so forget about this room for a while and concentrate on areas where you can do things.

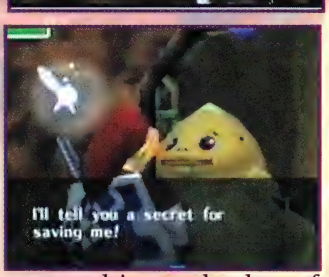




When you enter the upper-left room, you'll see Darunia preparing to enter the Boss Arena. After he outlines his plan, he disappears behind the door to try and seal up the fearsome dragon. Your job is to scour the dungeon and release the Gorons locked in their cells before Ganondorf can feed them to his pet.

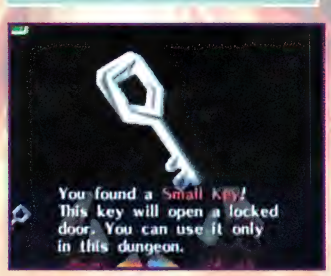


Nine Gorons are locked in the temple. In each cell a Small Chest holds a key to a locked door in the dungeon. To find your next key, you need only find the next Goron. The first is locked in a cell on the left side of the room. Use the platforms to jump to the southwest corner.

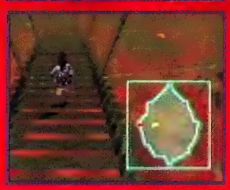


Tip

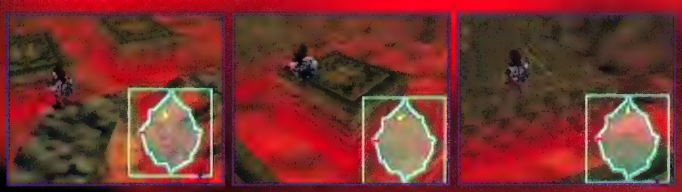
The Gorons you free speak much of the Gorons' "special crop." What they're referring to, of course, are Bombs.



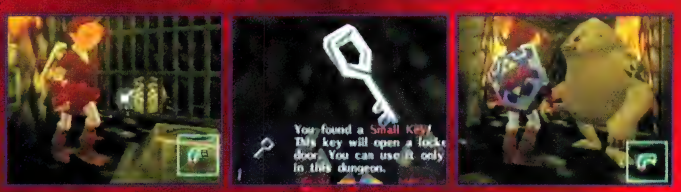
Step on the floor switch to open the cell door. Look for these in front of or near all the cells. When the cell door opens, you can claim your key, but to free the Goron officially you must talk to him. In return for your kindness, he'll give you a tip for getting through the dungeon. The first tells you that to reach the Boss door, you must pound on that column above to make it fall into this room.



Using a key, enter the locked door to the right. You find yourself on a bridge spanning a lake of molten lava. Pieces of rock and bricks make it possible for you to reach the platforms at the north and south ends of the room. Watch out for the Fire Keese, though. They're anxious to dive-bomb you.



First, hop off the bridge and head to the north side of the room. The large chunks of block and moving platforms make this journey pretty safe. If you fall in the lava, just walk to the nearest platform and keep going.



Head down the open hallway and rescue the second Goron. Don't forget to grab the key; you really won't want to travel this way again.

Next, use the "Song of Time" to call down the Time Block from the top of the covered doorway to the indentation below. Climb on it to reach the door up top.

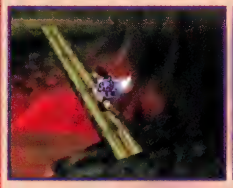
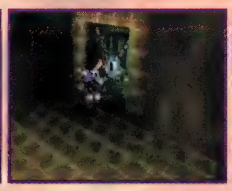
Inside you won't find another Goron cell, but you'll meet a new monster. After dealing with the flying floor tiles (smash them with your sword before they hit), focus your attention on the shapeless mass on the other side of the room.

It's the Like Like, and it has a tremendous appetite for Hylian Shields and Goron Tunics. It spits out Heroes of Time—after it sucks down the items it likes. If you attack it from afar with your Bow, you needn't fear for your equipment. Or use your Hookshot to stun the creature before moving in for a close-range attack. Whatever you do, don't get too close when it leans over to suck you in. If you become lunch for a while, killing it immediately will return your purloined garments.

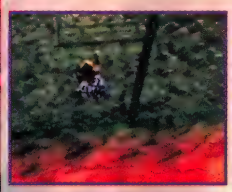
Now race to the south end of the room. Watch out particularly for the fiery Red Bubbles that fly out from the lava. If you ignite from one of their attacks or passes, immediately swing your sword to put the fire out.

Open
Return
There are switches in this temple that you have to cut to activate. But, you can also use the Goron "special crop" to do the job.

In the south corner, you'll find a suspicious section of brick wall. Set a Bomb near the wall and watch what happens. Behind it lies a door to Goron 3, and another Small Key.

Take the ledge from the south corner around to the exit at the east end of the room. Behind the locked door lies a fenced-in room where a column of fire shoots skyward periodically. You can slide down the bridge and climb up the inside of the fence, or jump to it over the lava river from outside.

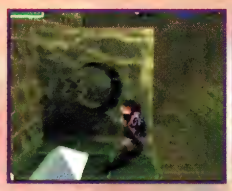
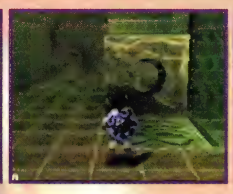


Climb the chain-link wall to the narrow walkway at the top. Kill both bats and then jump down to the platform below, next to the block. Push the block off the platform onto the floor, over the column of flame. The force of the fiery blast will carry the block—and whatever's on top—into the room above. Hop on the block and ride it up!

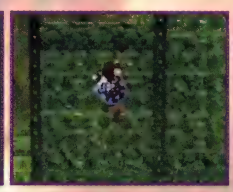
Floor Two: Crystal Switches and Hookshots

Exit through the locked door and enter a room with a Goron's cell—and no way to open it. Closer inspection reveals the switch on the other side of the gates: you must find a way to get into that corridor.

Perhaps the fire-covered climbing wall at the top of the cell will lead you there. Before you can give it a try, you must find a way to extinguish the fire. Climb up to the steps to your left, taking care to destroy the Torch Slugs before they attack you. Three to four downward thrusts turns them back into sludge. Jump over to the next platform where you'll find a Crystal Switch and another block.

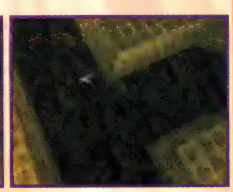
Push the block off the platform and pull it to the end of its groove. Now you can climb on top of it and reach the rough part of the wall leading to the top of the cell. Using the Crystal Switch extinguishes the fire blocking the passage to the next level. But hitting the switch with your sword doesn't give you enough time to reach the fenced wall before the flame rises again.



Climb to the middle step and use your Hookshot to trigger the switch or drop a bomb over the edge.

Then hop up to the top step, run to the fenced wall, and start climbing. You'll have just enough time to make it over the flames before the timer runs out. Then run to the door that sits on the ledge to your right.

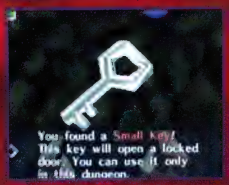
Floor Three: The Boulder Maze

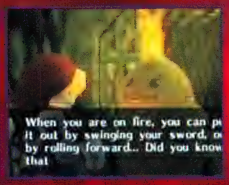


On the other side, you'll find yourself in the middle of the Boulder Maze. This area is shown only from top-down perspective, so get used to its limitations quickly. The boulders run in patterns. Learn

these, and you can run through the room without getting hit. If you do run into one, you'll take damage and the boulder will switch directions from the force of impact.

Head to the first niche on the north wall. Here a section of wall sounds hollow when you hit it with your sword. Lay some Bombs next to the wall to reveal a well-hidden Gold Skulltula.



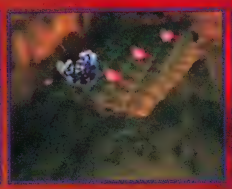


Left of this area is another niche. Its door leads to the fourth Goron's cell. You know the routine: grab a key, free a Goron, and learn a handy tip.

Now, you must navigate the maze to the south end, where two more Gorons await rescue.

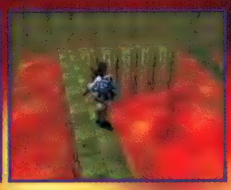
Goron 5 waits in a cell almost opposite the Gold Skulltula's room. Step on the switch and learn about the false doors in the area. Also, be sure to grab the Small Key from the chest before you go.

Because the other one in this room is in a cell on the level above, you must find a way to the top of the maze. Travel to the door on the north end of the semicircular wall on the room's west side.



Inside the circular room, you'll find a ledge full of Recovery Hearts and two doors. The one opposite the heart ledge is barred, but the Eye Switch over it takes care of that. Use your arrows and shut the eye.

Make your way carefully over the narrow walkway to the door and open it. You'll enter a caged room with a large chest. Open the chest and take out the Dungeon Map before returning to that cramped round room.



Now it's time to go back through the locked door to the outside of the room where you found the Map. Hop to the L-shaped wall and walk to the end, where you're a leap away from the grate floor.

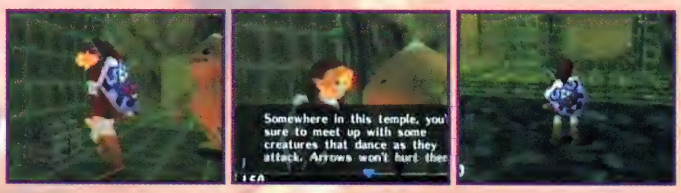
Hop onto the grate over the lava. Link turns to see a wall of flame advancing. You have just enough time to run to the other side (or wherever you need to go) before it catches up with you. This is another area to stay on the lookout for those flame-colored skulls. As you jump over open expanses of lava, they tend to jump out and try to hit you.

Go through the door on the other side: you're at the top of the boulder maze. Look up to your right to see an inverted pyramid. Navi goes green with excitement, but you can't query her to find out why or what you should do.

NOTE

NOTE THIS LOCATION AND RETURN HERE AFTER YOU HAVE THE LONGSHOT AND KNOW THE "SCARECROW'S SONG." THIS IS A TUNE THAT YOU COMPOSE YOURSELF AND TEACH TO THE SCARECROWS YOU MEET AT LAKE HYLIA AS A YOUTH. WHEN YOU RETURN THERE AS AN ADULT, SPEAK WITH BONOORU AGAIN AND HE'LL TEST YOUR MEMORY OF THE SONG. LATER, YOU CAN USE THIS SONG TO SUMMON HELP FROM PIERRE, THE TRAVELING SCARECROW.

Set a Bomb in the middle of this crack and then climb down the grate to the cell on the second floor. Opening these gates also creates a nice shortcut, should you have to climb to the third floor from the first again.



Rescue Goron 6, and remember what he has to say about the arrow-resistant enemies ahead. And don't forget the key!

Back up at the top of the boulder maze, jump from platform to platform to Goron 7's lofty cell. Step on the switch in the room's southeast corner to open the gate. Watch out for Torch Slugs on your way.

This Goron is no fool. He'll tell you the Ocarina is the key to reaching seemingly unreachable places. Along with the "Scarecrow's Song, " try tunes such as the "Song of Time" in certain locations to see if a Time Block is hidden out of sight.

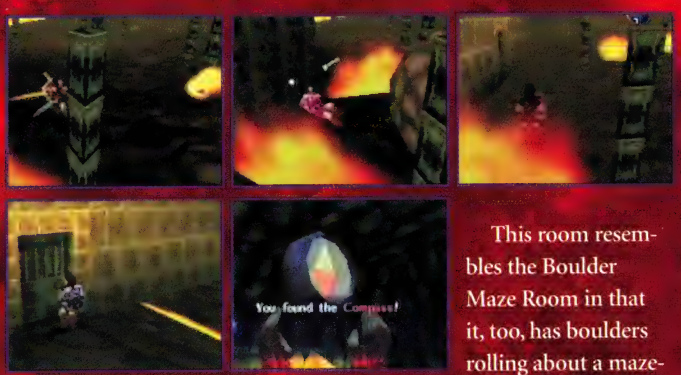
With two Small Keys in your possession, head back into the lava room on the other side of the tower. Use either door, lower or upper, and head to the locked door on the west side of that

room. You can jump there from the grated floor, even though it looks like the floor is too high for Link to grab on to.

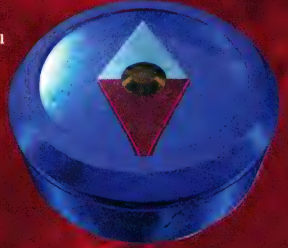
Search for the Megaton Hammer

Walk through the cavernous hallway into the next room. Inside, Navi calls your attention to the column hanging through a hole in the floor. It looks like you're over the room leading to the Boss Arena, and the column ahead is the one you must pound down into the lava below. Unfortunately, you don't have anything powerful enough to accomplish that yet.

Head to the north side of the room, where you'll run into your first fake door. These are pretty obvious, but some hide real doors or switches behind them, so it's always a good idea to check them out. Running away once they've started to fall, however, isn't as easy as the Goron made it sound. Use Bombs on them and stay far away.



This room resembles the Boulder Maze Room in that it, too, has boulders rolling about a maze-like structure. Unfortunately, the walls here aren't made of stone, but of flame. Be careful not to run into one of these flame walls by accident—especially when you're evading a boulder. The maze on this side takes you to a room on the north wall, where you'll find the Compass, at last.



On the south side of the room, make your way through the maze to the door on the far side of the center tower. Inside, you'll find a Goron, but have no practical way of getting him out.

Leave by the opposite door and, again, make your way through the maze to a floor switch. Stepping on this turns off the flames, creating a barricade on the stage to your left. Run and try to make it to the stage before the timer runs out.

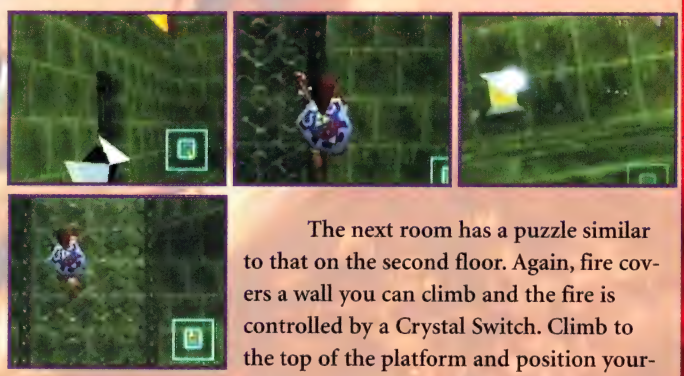
Stock up on Bombs from the jars on the sides here before entering the next room. Bomb the false door and you'll find a real one behind it. Actually, the false door conceals a false wall, so bombing one takes care of the other.

One of the Gorons mentioned a new monster that's impervious to arrows, but vulnerable to Bombs. The flaming creature that jumps out from the fire in this room is that new monster. These Flare Dancers are the Sub-Bosses for this temple dungeon. To defeat one, you first must extinguish its flame by either bombing it or hookshotting its head. Of the two methods, the Bomb is the most dangerous. To put the Flare Dancer in range of the explosion, often you must put yourself in harm's way with a kamikaze-style attack. The Hookshot, if you have a steady aim, works extremely well when the Flare Dancer spins in place. Merely aim for the head and the Hookshot will bring it to you.

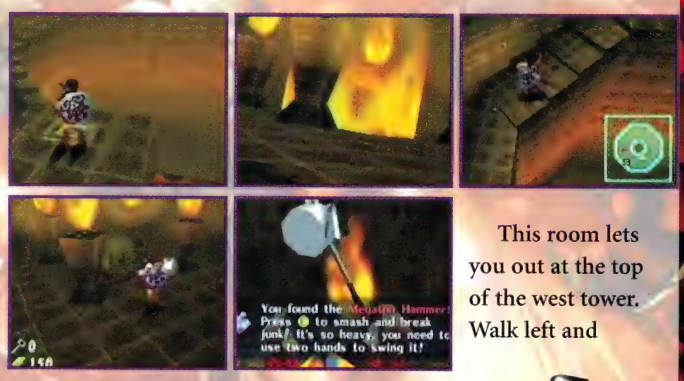
If the Flare Dancer stops spinning and starts running around the room, stay out of its way. Hiding in corners is a good solution.

When you've isolated the head, attack it with your sword. Chase it around the room, running in the opposite direction to maximize your chances for attack. After four hits, it will jump into the flames for a recharge. Repeat this process as it changes color from red to blue to green. When the death blow is delivered, the head swells up and explodes. Watch out!

When the Flare Dancer is vanquished, the fire on the platform in the middle of the room dies down and you can hop onto it. Wait a moment and it will rise toward the ceiling.



The next room has a puzzle similar to that on the second floor. Again, fire covers a wall you can climb and the fire is controlled by a Crystal Switch. Climb to the top of the platform and position yourself at the edge, so you can Hookshot the switch. Then rush to climb the wall before that very short timer runs out. You can also drop a bomb over the edge, next to the switch. This gives you more time and may be easier to do.



This room lets you out at the top of the west tower. Walk left and climb to the top of the ledge. There you'll find a floor switch that lowers the flames around a Treasure Chest at the other end of the room. Step on the switch and then run around to the chest, using the narrow ledge around the room's inner curve. Yes, it's dangerous. But it's the only way you'll make it to the chest in time.

The chest holds the fabled Megaton Hammer. Feel the power!

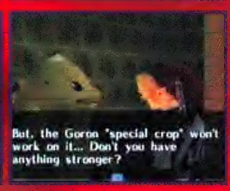
Head back to the small platform you saw when you entered the room and use your Hammer on it to pound it down to the next floor. The Hammer's force breaks its bonds and it does indeed go crashing down to the fourth floor. Use the Hammer to knock away the statue blocking the door and head into the next room.

Next, use the Hammer on the small stake to break the floor below into stairs. There's a floor switch at the foot of the steps, but it needs something placed on it to stay depressed.

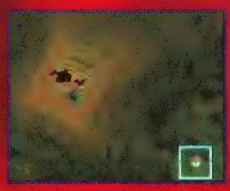
Grab a box from the top of the stairs and place it on the switch to hold it down. Exit into the next room.

Again, stand on the block and pound on it with the Hammer to travel down to the next floor. This block provides a bridge between the column you need to send to the first floor and the ledge opposite, which leads into the eighth Goron's cell.

Before heading down to the first floor, you must free that Goron. Use the Hammer to break up the rust on the floor switch and the bars on the door slide up.



Inside the room, you'll see the two missing pieces of the puzzle: play the "Song of Time" on your Ocarina, and a Time Block will settle on the floor, acting as a bridge between ledges. Hop over to the far ledge and use your Hammer on the rusted switch. The Goron's cell opens: grab the last Small Key and head up to the column, and the first floor.

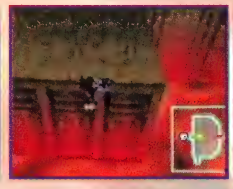
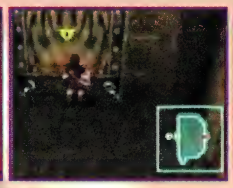
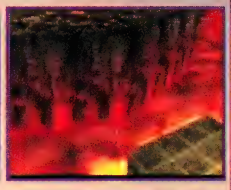


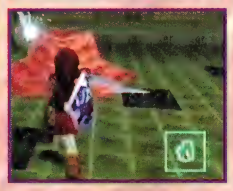
Pound the top of the column, as before, and it will slide out of its holder into the room below, falling right into place in the center. Now you can reach the Boss Door, once you have the Boss Key.

The Boss Key

The last Goron you rescued gave you the clue, and now it's time to check it out. The statue is on the right side of the stairs. When you smack it with your Hammer, parts fly out to reveal a locked door behind it.

Open the door and enter a room full of Torch Slugs and Fire Keese. When you kill them all, the next door opens.

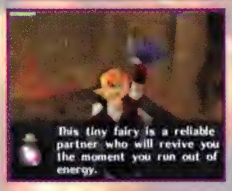






You step into another Like Like room, identical to the earlier one. Take out the flying tiles first, and then the Like Like. The exit door opens after you've disposed of them all.

As the tension builds, you find yourself up against another Flare Dancer. This time you have the Hammer on your side, and it works better than both Hookshot and Bombs combined. Pound the floor near the Dancer with the Megaton Hammer and the flames dissipate instantly. Then attack as you usually do. When the Dancer finally explodes, a chest of Bombs appears on the pedestal in the middle of the room.

Finally, the Boss Key. Step on the switch to open the gate and grab that Boss Key out of the chest. You've done your duty to Darunia and Goron City by rescuing all nine imprisoned Gorons. Now you can go help out in the Boss Arena.

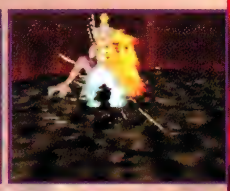


Before you unlock the Boss Door, however, take a minute to hookshot over to the platform in the room's northwest corner. On the top step, you'll find four jars. Two hold Fairies; if you have any empty Bottles, you can capture them to prepare for the fight ahead.

Then head over to the Boss Door and into the Boss Arena!

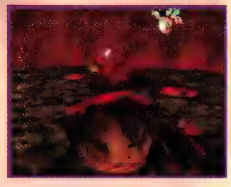
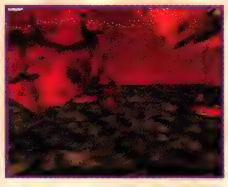
Subterranean Lava Dragon: Volvagia

You enter the arena, but there's no place to go except to that round piece of volcanic crust. As you step off the brick bridge, the room starts shaking and a long, snaky dragon erupts from a hole.



Volvagia has two attacks you need to worry about. If you can avoid both attacks, you have every chance of emerging the victor. When it erupts from a lava pit, rush to it, Hammer poised, and hit it on the crown of its head. This stuns it momentarily, and you can then jab at it with the Master Sword or pound it again with the Hammer as it causes the same amount of damage. If you've scored a hit, Volvagia will perform one of its two attacks next turn.

The first attack it uses (they are random) is to erupt from the ground and circle you breathing short jets of flame. Keep in front of it, but off to one side. You want to be able to see where it's going to breathe next and then move out of the way. If you evade its breath, you need only fear getting in the way of one of its claws. If it passes overhead, duck and cover yourself with your shield. A well-aimed arrow to the head will stop it immediately.

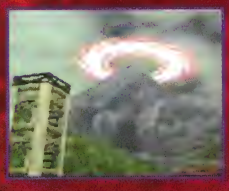



Volvagia's second attack rains rocks down on the arena. These are easy to dodge if you can figure out where the stream of boulders will start to land and then run to stay ahead of or behind them. As Volvalgia settles back into the molten crust, the boulders fall down around its hole, so stay out of that area.

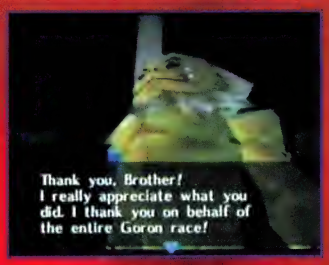
After each attack, run to the edge of the arena, where you can get a good view of the lava holes. When Volvagia starts to jut its head out, run to it before it can inhale to breathe fire out at you or swipe you with its claws.

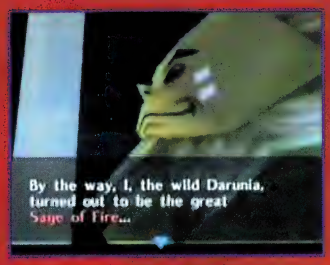
Keep up the cycle of attack and evade, and you'll whittle the dragon down in five to seven blows. With the final one, it rears back and launches itself into the air.

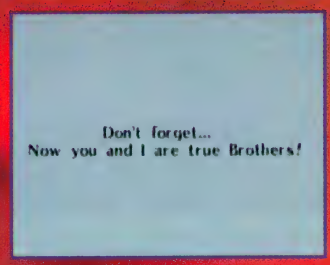
Volvagia burns up in midair. Its skeleton falls to the ground beside you, and its head disintegrates and turns into your Heart Container reward. Behind you lies the warp portal to the Chamber of Sages.



As you transport to the Temple of Light, and your meeting with the Sage of the Fire Temple, the ominous cloud around Death Mountain is sucked away and all becomes peaceful again.







It should come as no surprise to learn that Darunia himself is the Sage of Fire. He tosses the Fire Medallion in the air and adds his power to yours. One more Medallion down, and three to go.

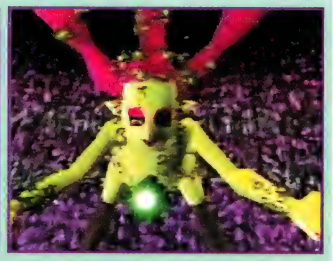
THE WATER MEDALLION

After Navi asks you to check out an arctic wind blowing from Zora's River, you set off on your quest for the Water Medallion. But when you reach Zora's Domain, all you see is ice. Are you sure you're in the right place?

OBJECTIVES:

1. Get the Iron Boots from the Ice Cavern.
2. Defrost King Zora and get the Zora Tunic.
3. Learn the "Serenade of Water."

Returning to Zora's Domain to investigate that strange arctic wind, you find King Zora's entire domain, including its inhabitants, encased in ice. Sliding behind the frozen King Zora and venturing back to Zora's Fountain, you find that not only is Jabu-Jabu missing, but in his place, dozens of icebergs float in the fountain area. As you peer from the docks, you can barely make out a cave entrance across the ice floe–crowded waters.



If you haven't received Farore's Wind (the warp magic) from the Great Fairy near the fountain, head to the small island to the right of the docks and blast open the entrance by destroying the two boulders there. Within the Great Fairy Fountain, you'll receive the magic of Farore's Wind. This allows you to set up a warp point within a dungeon and warp back to it.

Immerse yourself in the freezing water and make your way to the ledge leading to the cave entrance, on the other side of the fountain lake. You can pull yourself onto the larger icebergs, but the smaller ones will tip over if you try.

Get a Piece of Heart by exploring the icebergs in the eastern portion of the lake. Take time to collect every one you come across: you gain a Heart Container for every four you collect!

As you approach the north end of the lake, the cave entrance may become harder to make out. Keep your eye on the maps at the lower-right portion of the screen and guide yourself toward the exit point shown at the top of the map. At the ledge, jump off the ice floes and pull yourself out of the chilly water.

ICE CAVERN

Although this dungeon isn't large, it's easy to get turned around in its winding, crystalline passages. Your first task is to find the dungeon map so you have a good idea where you've been and where you still need to explore.

CAUTION

MOVE SLOWLY WHEN APPROACHING STALACTITES. THE ECHOES OF YOUR FOOTFALLS CAN BRING THEM DOWN ON TOP OF YOU!

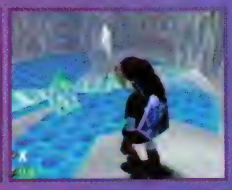
1. Collect the five Silver Rupees.
2. Acquire the Blue Fire.
3. Acquire the Dungeon Map.
4. Acquire the Compass.
5. Solve the ice block puzzle.
6. Defeat the Ice Wolfos to win the Iron Boots.

Freezzard Room

As you enter this first chamber, your main concern isn't the Blade Trap moving across the floor, but rather those nasty-looking ice statues. The Freezzards' arctic blast will freeze you solid if you get too close.

Reduce them to ice cubes with your sword before they can exhale again; then exit out the north passageway, marked by the two red-tinged ice blocks. Also, Din's Fire melts them very quickly.

Ice Blade Room



The ice fan's blade slices the air in this area. Move in the direction the blades spin to collect three Silver Rupees sitting out in the open. The fourth Rupee hides behind the pair of stalagmites, just left of where you entered. You can get the fifth and final Rupee only by jumping off the icy platform in front of the barred passage. Collecting all five Silver Rupees opens this tunnel.

The Freezzards offer you plenty of opportunities to hone your sword skills. Be careful of the two Blade Traps moving from side to side as you pass through this area. The checkered blue surface is extra-slick and offers little traction for avoiding them!

To reach many items in this room, you must climb the sloped platform in front of you and carefully navigate the slippery bridges. Wait for the Freezzard's breath to dissipate before closing in for the attack. The three Recovery Hearts on the eastmost platform will help you regain some lost health.

Caution

Getting caught by the Freezzards' icy breath reduces your Health Meter by one full heart!

Collect the strange Blue Fire in any empty Bottles you may have. As Navi is quick to point out, this unnatural flame serves a purpose—it melts red ice.

Use the Blue Fire to melt the red ice–encased chest on the platform to the left; recover the Dungeon Map from within. Grab at least one Bottle of fire before retracing your steps back to the room with the large, rotating ice blade.

In the blade room, melt the red ice wall in the southeast corner. Break into the chamber beyond by smashing the icicles barring your path.

Within this chamber lies another Blue Fire brazier. Gather the "cold fire" and shatter the icy stalagmites to reach the two frozen treasures. Use the Blue Fire to melt the ice around both the Piece of Heart and the large chest containing the Compass. Now you can home in on this dungeon's final treasure—the Iron Boots.

Melting the wall on the west side of the blade room grants you access to a huge cave filled with platforms and a large block of ice. To reach the final chamber, you must collect all five Silver Rupees and unlock the passage at the south end of this area.

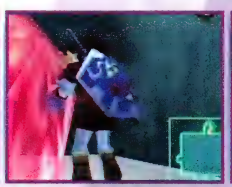
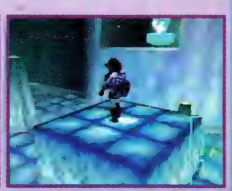
Shoot down the flying Ice Keese here before they get too close. If they land a hit, you'll be temporarily trapped in a chunk of ice that saps your health!

Move up against the large block of ice to either climb on it or push it. You must push this block around the room to reach all five Silver Rupees.

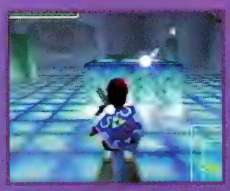
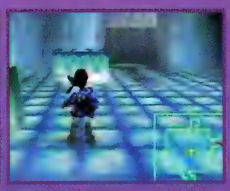
Tip

Although you can't pull this block of ice (the ice you're standing on doesn't offer much traction), you can push it into one of the bottomless pit areas in the corners. Doing this produces another large block in its original location.

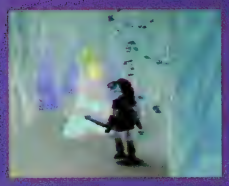
The last Rupee lies in the small alcove at the north end of the room. Use the Blue Fire to melt

the surrounding ice and claim the Rupee. The small alcove on the west side of the room houses a third Blue Fire brazier, where you can refill your empty bottles.

After collecting all five Silver Rupees, reset the floating ice block by pushing it into one of the corners. When it reappears, push it east and then south. From there, you can climb on the block and jump to the ledge. If you play the "Song of Time" in this room, you'll get the Red Rupees floating above.

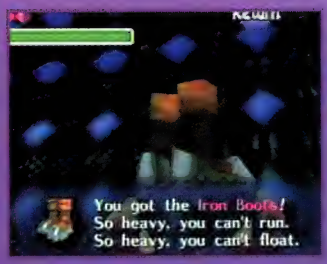


Defeat the Freezzard and shatter all the obstructing icicles in your path as you make your way through this winding corridor. You'll need one more Bottle of Blue Fire to melt the wall of ice in your way.

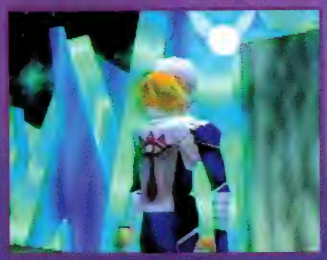
Tip

Each of the two clay jars holds a Recovery Heart you can use to replenish your health!

Step through the door to confront an Ice Wolfos. As with the regular Wolfos you encountered in the Lost Woods, defeat it by striking when its guard is down or when it turns after swinging twice at you.



When you defeat the Wolfos, a circle of sparkling lights appears, revealing a large chest. Open it to get the Iron Boots. Their weight will slow you down, but they provide traction over icy areas!



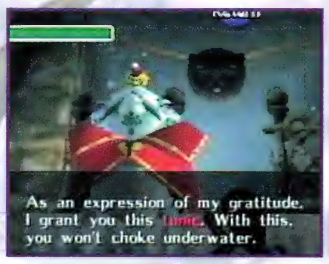
As you turn around after claiming your prize, Sheik appears. He tells you he rescued Princess Ruto before Zora's Domain became frozen, and teaches you the "Serenade of Water" that allows you to warp to Lake Hylia, where the Water Temple is located.

Tip

Before exiting this dungeon, be sure you collect at least one bottle of Blue Fire for thawing out King Zora. (You passed him on the way into this frozen cavern.)

A shortcut out of the Ice Cavern lies behind the chest. After donning your newly acquired Iron Boots, you'll sink to the bottom of this water-filled passage. At the bottom, turn around and pass through the door.

You can't breathe underwater, so move quickly! As soon as you pass through the door's archway, switch to the Equipment subscreen and remove the boots so you can float back to the surface before you drown! At the surface, you find yourself back in the first chamber. Exit to the south and return to the throne room to thaw out King Zora.



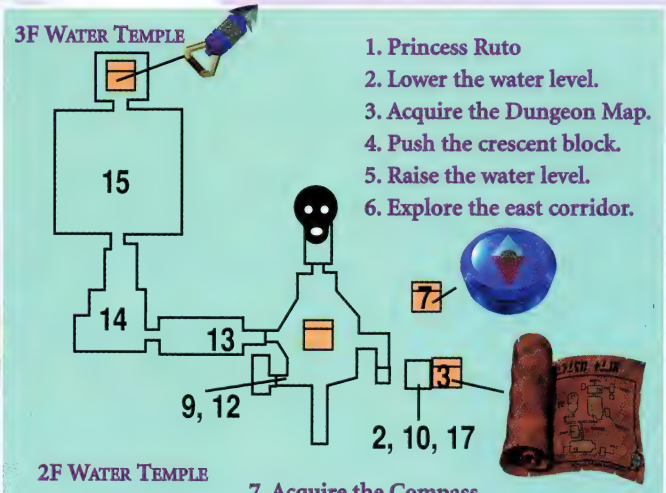
Uncork the Bottle to release the Blue Fire and thaw King Zora. He's extremely grateful and rewards you with a tunic that will allow you to breathe underwater! You can use this item with the Iron Boots to explore lake bottoms!

With these two items, you're ready to tackle the Water Temple. Pull out your Ocarina and play the "Serenade of Water" to warp to the island at the center of Lake Hylia. Equip the Zora Tunic and the Iron Boots and jump off the north end of the island to the right of the bridge. You'll sink down in front of the entrance to the Water Temple.

Water Temple

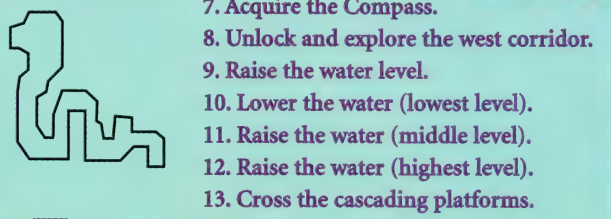
Use the Hookshot and shoot the green jewel above the gated doorway to raise the portcullis and enter the Water Temple.

3F Water Temple



1. Princess Ruto
2. Lower the water level.
3. Acquire the Dungeon Map.
4. Push the crescent block.
5. Raise the water level.
6. Explore the east corridor.

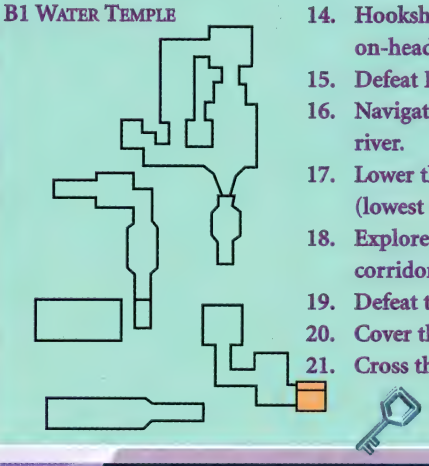
2F Water Temple



7. Acquire the Compass.
8. Unlock and explore the west corridor.
9. Raise the water level.
10. Lower the water (lowest level).
11. Raise the water (middle level).
12. Raise the water (highest level).
13. Cross the cascading platforms.

1F Water Temple

B1 Water Temple



14. Hookshot through the drag on-head statue room.
15. Defeat Dark Link.
16. Navigate the serpentine river.
17. Lower the water level (lowest level).
18. Explore the southern corridor.
19. Defeat the Blue Tektites.
20. Cover the floor switch.
21. Cross the water bridge.

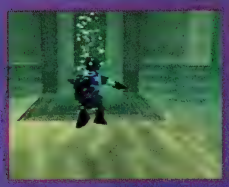
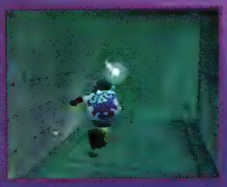
Floor 3F

Start of the Dungeon

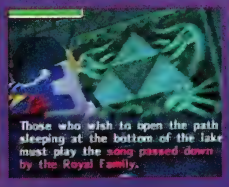
Remove the Iron Boots to float to the surface; then Hookshot your way to the platform on the other side.

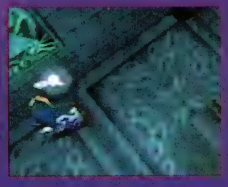
Floor 1F

East Passage

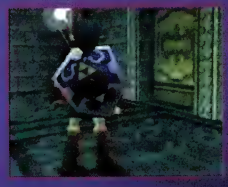
Make your way to the room where Princess Ruto waits. She tells our hero there are three places where he can change the water level.

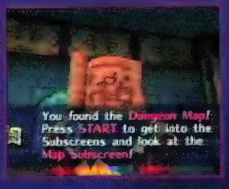




Follow Ruto upward to the surface. There, play "Zelda's Lullaby" in front of the Triforce Symbol to lower the water to its lowest level.

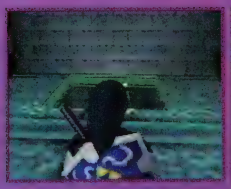
Spike Room

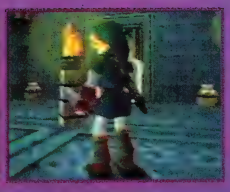




Go through the door into a room filled with large spheres with pointy spikes protruding from them. Wait for the Spikes to retract, and then hit them with the sword or hammer. Defeating all four gains you the Dungeon Map!

Torch Room

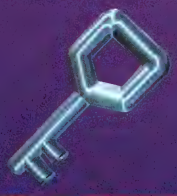




With the water level lowered, jump back down (from the room with the Hyrule crest) to 1F. Use the Fairy Bow to send arrows through the torch in the center of the room and light the two torches on the east wall. You must be quick lighting the second one before the first goes out! Lighting both torches raises the iron bars across the door on the east wall.

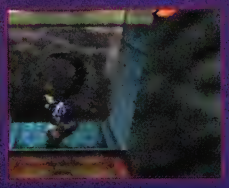
Shell Blade Room

Using Z Targeting, use your Hookshot or Fairy Bow to defeat the Shell Blades. Defeating the last one reveals a small chest that holds a Small Key.

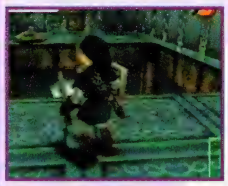


Floor 1F

West Passage



With the water level at its lowest, move up against the crescent-emblazoned block on the west side of the central area and push it until it drops to the passage far below. After throwing on the Iron Boots, sink to the bottom and make your way to the north end of the corridor before removing them to float up.



Trigger the rise of the water column by striking the crystal switch. Once it has risen, use it as a jumping pad to reach the doorway at the far end of the room.

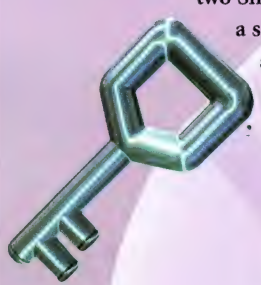
NOTE

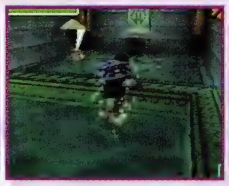
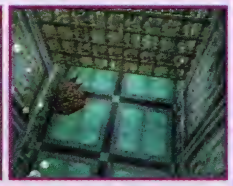
IF YOU FALL INTO THE PIT AT THE BOTTOM BEFORE TRIGGERING THE CRYSTAL SWITCH, USE YOUR HOOKSHOT ON THE TARGET ON THE SOUTH WALL TO RETURN TO THE UPPER LEVEL.

In the room where you can see the stone serpent below the surface, jump into the water. The swift current drags you around and around. Equip the Iron Boots as you're pulled along the room's north wall to sink onto the serpent's tail.

From there, you must use the Hookshot twice in succession—first on the crystal in the serpent's mouth, to raise the portcullis, and then on the Hookshot Target on the ledge to the right, to pull yourself into the niche.

You don't have much time to act after you trigger the crystal switch, but your best course of action is to remove the danger the two Shell Blades pose. Then activate the switch a second time and pull yourself to the west side of the niche. Do this using the second Hookshot Target, before the portcullis lowers again.

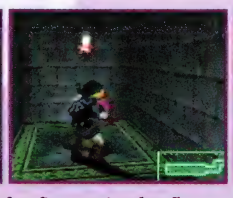


On the other side, remove the boots and surface to recover the key in the small chest. Activate the crystal switch near the edge to raise the iron gate again, so you can exit the way you entered.

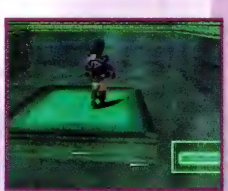
Back at the crescent block, use the Hookshot with the Iron Boots to pull yourself out of the water and onto the ledge leading back to the central area.

SOUTH PASSAGE



Dropping a Bomb on the fissure in the floor creates a small opening to the passage beyond. Don the Iron Boots and sink into this corridor.

Use Z Targeting to lock on and eliminate the Shell Blade with the Hookshot when it opens. At the other end of the corridor, remove the boots again to float to the chamber above.



Triggering the floor switch on the closest platform raises the water level, as well as the dragon-headed statue in the distance. When the water has risen, target the dragon statue's neck with the Hookshot and pull yourself onto the platform.

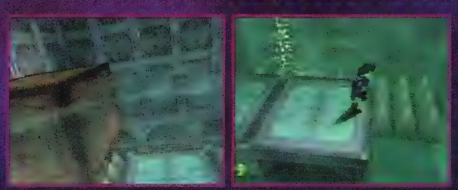
The two Blue Tektites on the platform attack you, but two good swipes of your sword eliminate each of them.

A cell at the back of this chamber holds a Gold Skulltula. There's no obvious way to raise the iron bars, but closer inspection reveals a crystal switch within the cell itself. Using the Charge attack, press and hold the B Button until a bright red glow forms around your blade; then release the button to unleash a circle of fire that activates the switch to raise the bars.

Center Building

Make your way to the locked door at the south end of the building in the center of the room on 1F. Inside, turn around and pan up to see the Hookshot Target on the ledge above. Use the Hookshot to catapult your way up to the next level. Standing before the Triforce crest carved in the stone wall, play "Zelda's Lullaby" on your Ocarina to raise the water level.

As the water level rises, it carries the wooden block with it, revealing a passageway underneath. Equip the Iron Boots to descend into the tunnel.



Floor B1

Spike Trap Room

Activate the crystal switch in the room's northeast corner by hitting it with the Hookshot. This releases two Shell Blades and numerous Spike Traps! Use Z Targeting to lock on and destroy them one by one.

Tip

The Spike Traps retract their spikes if you keep at a distance. Defeat them easily by locking on Z Targeting before firing the Hookshot.

After you've disposed of all the enemies, the iron grating in the southeast corner retracts allowing you to float into the chamber above. Take off the Iron Boots and recover the Small Key from the chest there.

Make your way back to the central room and remove the Iron Boots to rise to the surface.

Floor 2F

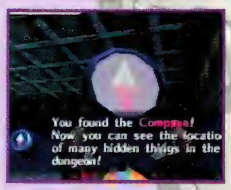
East Room

Making your way back to the central area, enter the structure, and Hookshot up to the platform where you found the Triforce carving. Play the "Song of Time" to raise the water level halfway up. Exit and proceed to the west side of the ledge that runs along the structure's walls.

Use your incredible leaping ability (or the Hookshot) to span the gap and reach the platform with the two clay jars. Travel down to the platform on the other side of the jagged stones. From there, Hookshot back to the platform high above by targeting the farthest of the three Hookshot targets on the ceiling.

Floor 3F

Compass Room



Position yourself as close to the chest as you can, target the jewel in the northwest corner, and use the Hookshot or Fairy Bow to lower the column of water surrounding it. When the water shield drops, open the chest to reveal the Compass.

Tip

Each of the three clay jars at the southwest corner contains a single Recovery Heart you can use to refill a portion of your health.

Floor 1F–2F

Use the Iron Boots to sink back down to 1F and enter the east corridor, where you first found Princess Ruto. Unequip the boots to rise back to 2F. To open the other side of this room, which holds a Small Key, place a Bomb on the floor near the fissure in the wall.

Hookshot to the west platform on 2F and use the Small Key to unlock the door there.

Floor 2F

Water Column Room (West Side)

Stand in the column of water and trigger the crystal switch at the north end of this room using either the Fairy Bow or the Hookshot. The water column will rise and carry you to 3F. Jump off the water platform before it recedes.

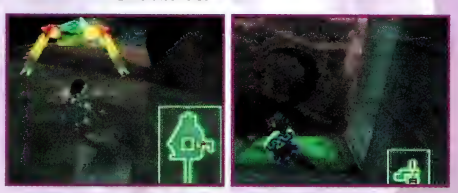
Tip

Once the column of water has risen to its highest point, use the Z button to adjust your view, and then jump off.

When you exit the room, you'll find the third Triforce symbol carved into the wall. Play "Zelda's Lullaby" to raise the water to its highest level.

Floor 3F

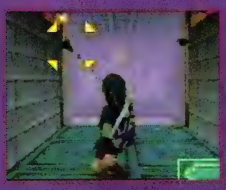
East side Corridor

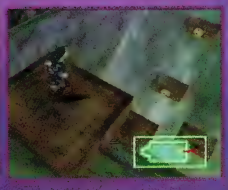


With the water level at its highest, you can now reach the corridor on the east side. Once you're inside, equip your Iron Boots to drop to 2F. Pull the crescent block back as far as it will go, and then make your way back to the west side, to the platform with the locked door.

Climb out of the water and use a key to unlock this door and explore the chambers beyond.

Cascading Falls Room





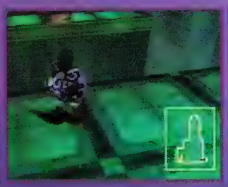
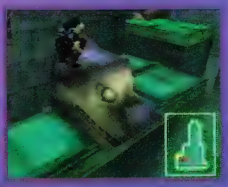
Defeat the two Keese before proceeding. Then slide down to the platform below. The next platform rides on a rail that rises and falls along the sloped wall. Jump onto it and wait for it to lower.

When the moving platform reaches its lowest point, jump to the platform on the water, on the right side. From there, target the nearest descending platform using the Hookshot; adjust your aim and repeat to pull yourself to the top on the other side of the room.

At the top, use your last remaining key to unlock the door and continue.

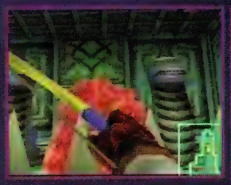
Dragon Head Room

The crystal switch in the room's center controls the statue and water level in this area. Activate it using either the Fairy Bow or Hookshot.

Once the statue's necks are extended, use the Hookshot to pull yourself across the first gap. Once across, activate the crystal a second time to set the room back to its original state. Cross the second gap, and then climb over the statue next to it.

Activate the crystal a third time and pull yourself onto the platform at the last dragon-head statue. After you make it across, lower the head again, and then climb on it. Finally, activate the switch a final time to raise the statue; then pull yourself to the exit above.



At the top, defeat the two Blue Tektites before attempting to cross over the spikes. Shoot the Like Like with your Fairy Bow to prevent it from stealing your tunic and shield. Then use the Hookshot Target on the ceiling to pull yourself clear of the row of razor-sharp blades protruding from the ground.

Tip

If you don't lower the water level before crossing the second gap, you won't be able to get past this statue's upraised head!

Dark Link Room

Tip

If you target the Like Like with the Hookshot, you'll both immobilize it temporarily and pull Link over the jagged stone teeth. While the Like Like is immobilized, defeat it with a few swipes of your sword.

Once you enter this room, there's no turning back: the door slams shut behind you! This shadowy room is nondescript, except for two stone blocks jutting from the knee-deep water to either side, a dead tree in the middle, and a barred exit at the north end.

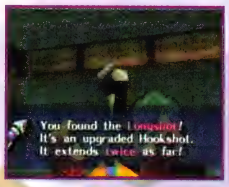
After passing the dead tree and turning around, it reveals the enemy within—a shadowy incarnation of yourself leaps forward to attack you. As it senses your every movement and attack, your darker self will parry most of your sword attacks!

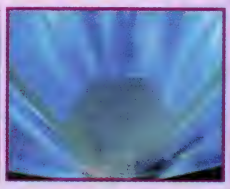
You must time your attacks carefully to land a blow on this enemy, because it seems to anticipate your every action!

Tip

Sometimes you can hit Dark Link with an arrow if you catch him with his guard down. Although it's just as difficult, it allows you to stay clear of his sword swings, reducing the damage you'll take.

After you defeat Dark Link, the bars on the northern door rise allowing you to access the room and claim the Longshot in the large chest there.

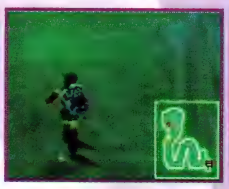




Using the Ocarina, play the "Song of Time" in front of the Time Block to move it back in time and reveal the passageway below.

Floor 3F

Serpent-Shaped Room



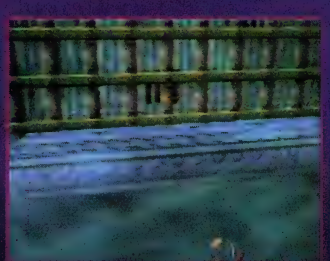
Jump into the hole under the Time Block to land on a platform near a rapidly racing underground river. The current is far too strong for you to swim against, let alone control your actions, but the Iron Boots will allow you to navigate carefully past the whirlpools.

Caution

Getting caught in a vortex returns you to the room above the start of this area—and reduces your health level by one full Heart Container! Even with the Iron Boots' added stability, the pathway between the cave walls and the swirling waters is narrow. Choose your path carefully, or get drawn into the whirlpools' deadly grip!

The intense pull of the last pair of vortices, coupled with the narrow water passage, makes this last section the hardest to traverse. You may get caught in their grasp, but don't give up. Continue pushing the Control stick forward, and eventually you'll make it to the platform on the other side.

Once you reach the small platform with the clay jars, pull out your Longshot and target the Hookshot Target on the ceiling to reach the second small platform on the other side of the second whirlpool.



At the end of the raging waterway, an iron gate blocks the path. Open the gate by using the Fairy Bow to shoot the eye symbol high above on the east wall.

Tip

The portcullis remains open only briefly after you "close" the eye. Target the small chest with the Longshot to pull yourself past the iron gate quickly.

Floor 2F

South Passage

This maneuver is easier when the water is at midlevel, which gives you a straight-on shot, but you can accomplish it when the water is at its lowest. This saves you having to lower the water again to obtain the Boss Key. Climbing to the 2F exit from within the central area, target the eye on the wall with your Fairy Bow to raise the gate just beyond. The distance would have been too great for even the Hookshot, but you should have no problem pulling yourself across the gap with the Longshot.

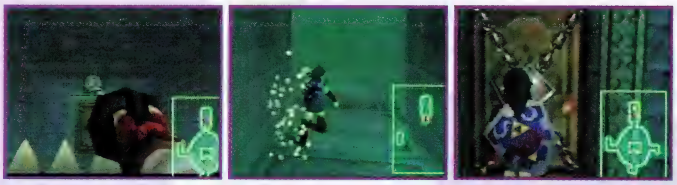
Caution

Be quick! You'll have only a short time to use your Longshot after you raise the gate.

Once across, travel down the corridor to the crescent block. Push it with all your might until it comes to a halt, giving you access to the chamber to the south. Recover the Small Key from the chest and then exit the room via the north passage. At the end, look up to see a bull's-eye target. Although the Hookshot won't reach it, your Longshot will, allowing you to return to the central area!

Floor 1F

Stone Tooth Gap Area



With the Longshot in hand, travel back to the northern passage on 1F. Use the Longshot to pull yourself over the razor-sharp stones to the far end of the room, and then drop to the passage below. Continue using the Iron Boots to make your way up the passage to the end. Then take off the boots, float to the surface, pull yourself up the ledge on the south side, and unlock the door.

Blue Tektite Room

The six Blue Tektites floating on the surface prevent you from swimming to the other side easily. Kill them with arrows from your Fairy Bow. After hitting each Tektite, it will bounce up and down a few times and then settle. Wait until it stops moving before finishing it off with a second arrow.

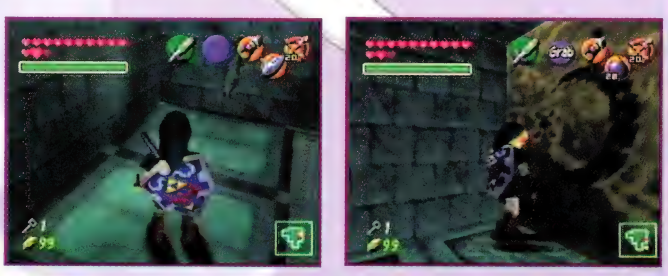
After you eliminate the Blue Tektites, equip the Iron Boots and drop into the water. Move toward the far end, steering clear of the two boulders rolling through the water. When you reach the other end, remove the boots to float to the surface, and then pull yourself up on the ledge.

Caution

The two vortices in opposite corners create an extremely strong current that Link can't fight. Getting drawn into one of these will send you back to the start of this room, and reduce your health level by one full Heart Container.

Stinger Room

Make your way onto one of the several platforms and eliminate each Stinger as it flies out of the water to attack you. After you defeat them all, you'll notice a switch on the floor under the water's surface. Triggering it raises the water level, but it lowers again when the switch is released.

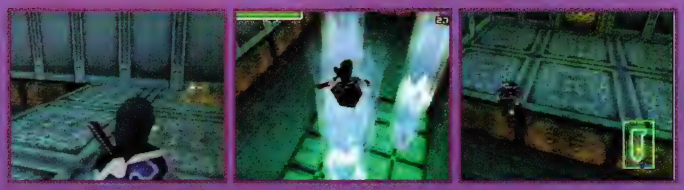


A fissure in the southeast corner reveals a room behind. Blast it open with a Bomb to uncover a movable crescent block. You can't pull it out all the way from this side, so there must be another way in.

Careful inspection tells you the wall section in the southwest corner doesn't blend in. Use a second Bomb there to blast a passage to the other side of the block. With both sides exposed, use a combination of pushing and pulling to grab and drag the block into the room, and finally push it off the north edge of the platform, over the switch.

The raised water level grants access to the stairway out the west side of the room.

Water Column Bridge Room



Step on the floor switch in the northeast corner of this elevated room to raise the portcullis briefly over the doorway on the south end. Using the water columns as stepping stones, leap from one to the next to make your way to the platform on the south end.

Boulder's Path Corridor

Equip the Iron Boots to keep your footing as you travel up the cascading passageway. Time your movement with that of the boulder that rolls through. At the west end, the boots' weight allows you to drop into the passage below.

Defeat the Shell Blade there, and then remove the boots to float to the room above. At the end of the corridor lies the last locked door. Open it to reveal a small chamber with a large ornate chest inside. Open the chest and recover the Boss Key.

Tip

If you're low on health or carry any empty bottles, break open the two clay jars to release the fairies within. Store them in your bottles in preparation for the Boss battle!

To reach the Boss chamber, you must raise the water to its highest level again. First, travel to the south side of the central chamber and use the Longshot to reach 2F. Use the Ocarina of Time to raise the water level to halfway. Then head out onto the ledge and into the western passage. Ride the water column up to 3F, exit the room, and use the Ocarina again.

With the water level at its highest, the Hookshot target on the dragon statue north of the central tower is now exposed, allowing you to Longshot to the north platform.

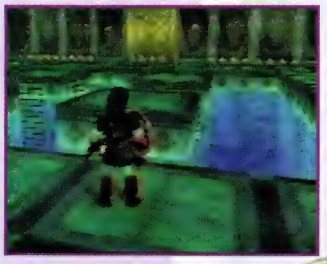
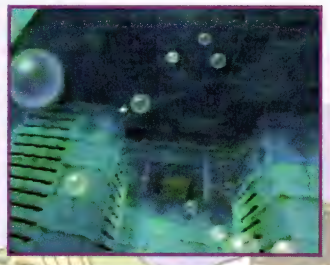
Razor Sloped Room

Tip

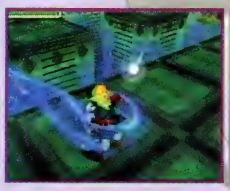
The two clay jars in front of the doorway have fairies trapped in them. Breaking the jars releases the fairies. Touch one to regain lost health, or catch it in a bottle for later use.

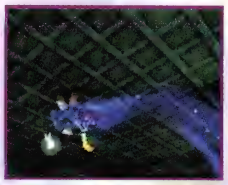
Passing through the door presents you with your final trial before facing the Water Temple Boss. Three razor traps slide back and forth across this rising sloped corridor. To proceed safely, pick a side and start your ascent when the nearest razor trap hits the walls and starts back.

Giant Aquatic Amoeba: Morpha

As you enter the Boss chamber, Navi issues a warning about the water here not looking right. As you move to one of the four platforms in the center of the room, the nature of this Temple's spirit is revealed, as a huge watery creature surfaces.



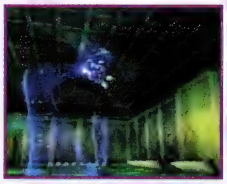
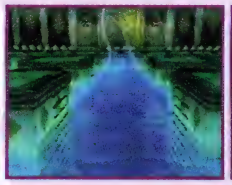


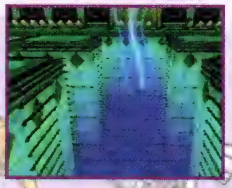
Morpha attacks two ways. It sends watery tendrils out of the water to search for prey. Those unlucky enough to get caught by one of the giant appendages are hoisted high in the air and crushed in the constricting grip, and then thrown against one of the chamber's outer walls.

Sometimes the nucleus ventures outside of its watery body to attack. When Morpha attacks this way, lock onto the nucleus using Z Targeting and draw the nucleus in close with the Longshot. When it's in range, hack at it with your sword: remember, the Jump Attack does double damage!

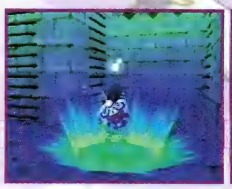
Although the best place to attack this vile creature is from one of the center platforms, this position leaves you vulnerable to a tendril attack from behind.

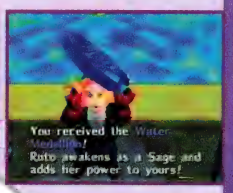
If you rotate around the water-filled arena, avoid the spike-lined walls. Even brushing up against them harms you and reduces your Health Meter.

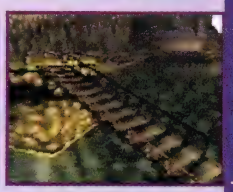


After you strike Morpha's nucleus seven times, it shrinks back to the center of the chamber and shudders. Then its watery mass streaks upward to the ceiling and crashes down in a last huge splash.





Having defeated Morpha, Link receives yet another Heart Container. He steps into the portal and transports to the Chamber of Sages, where Ruto, Sage of Water, grants him the Water Medallion.



When he returns to Lake Hylia, Link finds Sheik waiting as the sparkling water rises, returning the lake to its natural splendor . After a brief conversation, Link looks away for an instant and Sheik vanishes again.

Caution

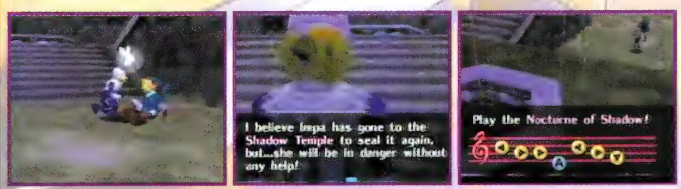
Once you start your ascent, don't stop moving, or you'll end up sliding back to the bottom, where you must start over.

The Shadow Medallion

Returning to Kakariko Village

Having heard that a monster has emerged from the well in Kakariko Village, a horrified Link returns to find the town engulfed in flames. As he gazes at the raging fire, he spies Sheik standing near the well. Without warning, Sheik is lifted into a whirlwind and sent reeling back to the ground.

As Link rushes to help Sheik, he turns to see a strange, amorphous form escape from the well and move through the village, as if searching for something. He readies himself for battle as the monstrosity moves forward to attack and then the world goes black.


I believe Impa has gone to the Shadow Temple to seal it again, but...she will be in danger without any help!
Play the Nocturne of Shadow!

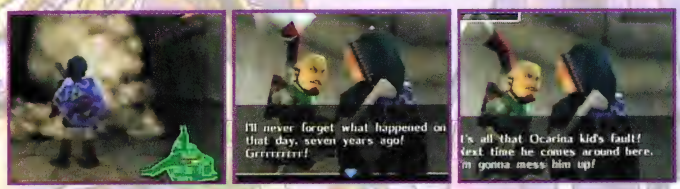
When our hero regains his senses, Sheik informs him that although Impa had placed a seal on the well to bind the beings of the Shadow realm, the Shadow Spirit grew too strong to be held and broke through! He tells Link of the entrance to the Shadow Temple, and then teaches him the song that will allow him to reach it—the "Nocturne of Shadow."

As he enters the Shadow Temple, Link discovers that, to proceed any further, he needs Din's Fire to light the torches and gain access into the temple itself. He'll also need the Lens of Truth, an ancient artifact that will allow him to see things for what they really are.

Din's Fire

To get past the first chamber leading from the Graveyard into the Shadow Temple, you must have the Din's Fire spell in your inventory. If you don't, you must warp back in time and visit the Great Fairy's Fountain outside Hyrule Castle and accept her gift of magic. The boulder-blocking passage into the fountain is easily dispatched by setting Bombs to one of the C Buttons and setting one down in front of the rock. Inside, the Great Fairy not only gives you the ability to create an expanding dome of fire, but she refills your Health and Magic meters.

The Bottom of the Well


I'll never forget what happened on that day, seven years ago! Grrrrrrrr!
It's all that Ocarina kid's fault! Next time he comes around here, I'm gonna mess him up!

As you descend into the well, you come to a wall of stone blocking the way. Talking with the Kakariko residents reveals that a certain windmill MusicBox player is extremely upset. Seven years ago, a young boy brought on a great storm and caused the windmill to spin out of control, draining the well.

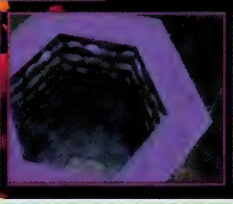
If you take out your Ocarina in front of the MusicBox player, he'll recall the melody the "mean kid" played that caused the windmill to spin out of control. *Learn this melody.* Without it you can't return to the past, empty the well, and explore the "Bottom of the Well."

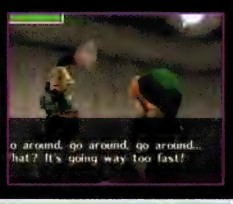
Returning to the Temple of Time, you must relinquish the Master Sword and return to your youth. Travel back to Kakariko Village, revisit the windmill, and carry out your destiny—by playing the "Song of Storms" for the MusicBox player on your Ocarina.

Tip

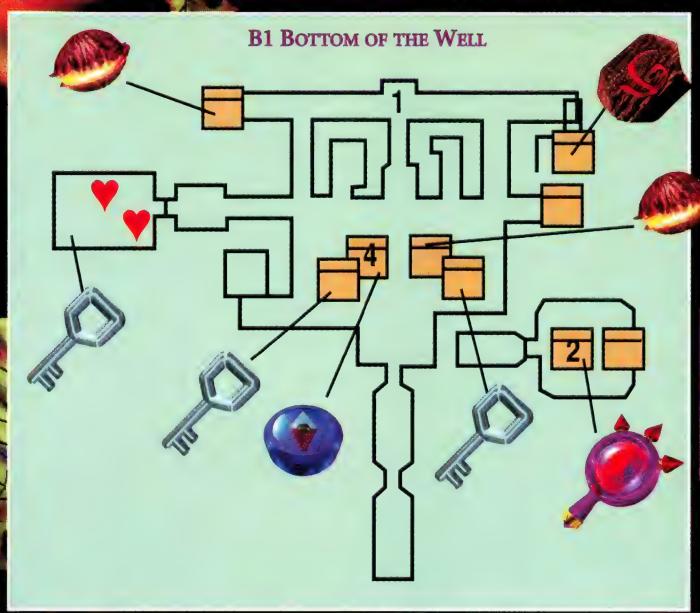
This melody, "Song of Storms," is versatile. Use it to open the Hidden Holes revealed by the Stone of Agony that Bombs or the Megaton Hammer have no effect on. Or use it when Navi goes green around a pool of water, and a fairy will spring out of the ground to heal you.

The raging winds this song brings will cause the windmill to spin faster and faster, draining all the water from the nearby well. With the well empty, Link can explore below and uncover a clue to the source of the evil that escaped it.

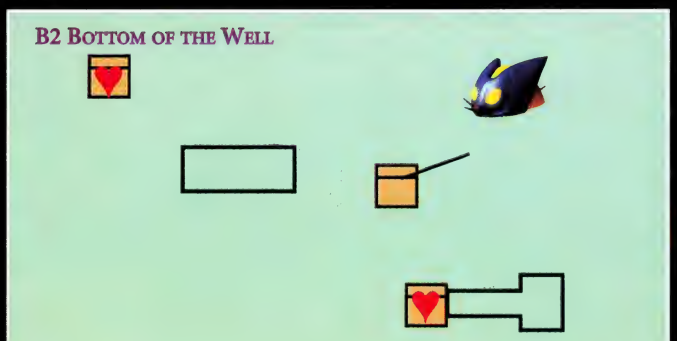




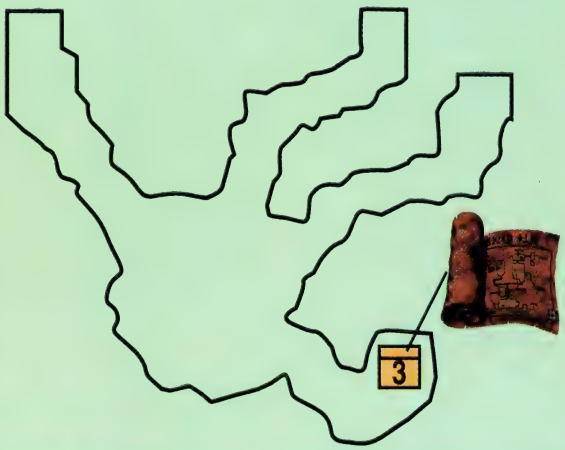
B1 Bottom of the Well



B2 Bottom of the Well



B3 Bottom of the Well



1. Lower the water flooding the catacombs
2. Uncover the Lens of Truth
3. Retrieve the Dungeon Map
4. Retrieve the Compass

Floor B1

At the bottom of the well, crawl through the tunnel at the east end of the passage. On the other side, a ladder leads farther down to the tunnel system below Kakariko Village.

Defeat the hanging Big Skulltula to continue to the end of the corridor. What seems like a dead end really isn't.

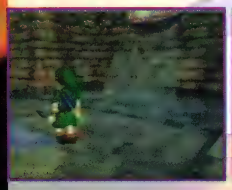
Targeting the skeleton in the corner, Navi tells you the spirits are saying to find "the eye of truth."

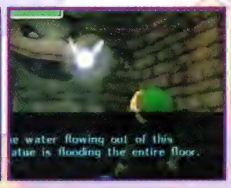
Tip

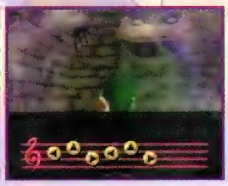
The wall behind the skeleton is merely an illusion. Link can pass right through it. There are a lot of illusory walls in this dungeon. Look for inconsistencies in stone color and pattern to spot them!

The Catacombs

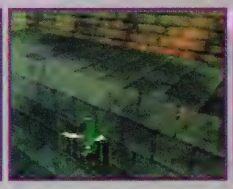
Beyond the first illusory wall lie the catacombs. Beware the Green Bubble floating about. Detonate a Bomb over the pile of debris to uncover a hidden chamber. Drop into it to acquire the Bombchu in the chest there.







At the north end, you'll find the fountain flooding the catacombs. Stand on the Hyrule crest (the Triforce symbol) and play "Zelda's Lullaby" to stop the flow of water.



After lowering the water level, make your way back to the south end (where you entered this area) by passing through the illusory wall. The receding water reveals a hollow; drop in to find a small tunnel at the east end. Move up next to the tunnel and crawl through.

Exit the tunnel and come face to face with the Big Skulltula. Defeat it the same way you've done in the past to reach the rough wall beyond. Scale the wall to pass through the door on the platform at the top.

Lair of Dead Hand

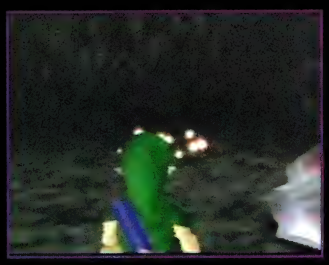
As you step into this strangely grave-like area, the door slams shut behind you and iron bars fall into place, locking you in! You can see four arm-like stalks "growing" out of the soil.

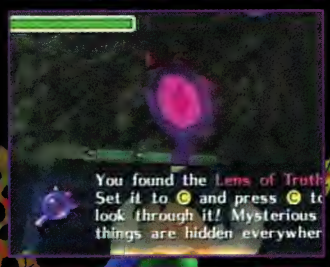
Moving closer to inspect the stalks, you learn they really are arms! They grab and hold you while the beast itself rises from the ground! They're part of this creature, but attacking them directly won't help you defeat it.

Tip

Letting one of the hands capture you brings the Dead Hand out of the ground, where it's vulnerable. Attack it with your sword when it lowers its head, just before it attempts to bite you!

Scoring three hits on it causes the Dead Hand to retreat back into the ground. Repeat the process of letting the hands grab you to bring it back out into the open.





Tip

This monstrosity requires 10 normal hits from your sword to kill it, but striking with the Jump Attack can end its life in half the time!

Delivering the deathblow to the Dead Hand causes a large chest to materialize. It contains a wondrous treasure—the Lens of Truth. This powerful artifact gives the user the ability to see through illusions! Use it to reveal the false wall and floor sections and uncover the other treasures that lie within the catacombs!

Caution

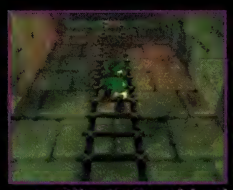
Keep your Magic Meter filled. The Lens will work its wonders only while power remains in your Magic Meter.

Tip

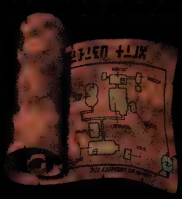
If boulders block the passage you've fallen into, use a Bomb Flower to blast them apart and open the way.

Floor B3 (The Pit)

As you explore the catacombs you'll end up walking over one of the many illusory floor sections that litter the main level and send you hurling downward. While you come to a stop, you'll find yourself in a hand-shaped cave with four branching, finger-like tunnels.

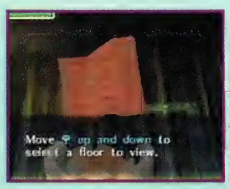


You'll find the ladder back up to the first basement floor on the south wall of the central area. The ReDead huddled nearby will attempt to paralyze you with its gaze if you draw too close. After climbing up the second set of ladders to exit the pit, a portcullis may block the doorway out. Collect all five Silver Rupees in this area to raise the iron bars.



Tip

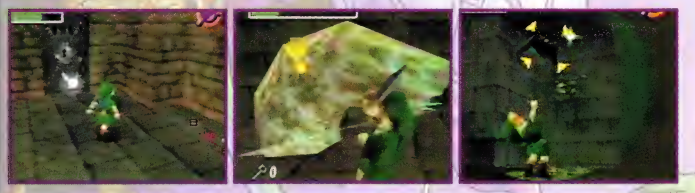
While you're in the lowest section of this dungeon, search the remaining tunnels. The Dungeon Map lies in the large chest in the blocked right-hand tunnel. Bomb the boulders to recover the map from the large chest next to the ReDead!



Floor B1
Central Room

After collecting any of the Small Keys, you can open one of the three locked doors in the catacombs. The door located in the northwest corner of the central room has a Gold Skulltula in it. Just beware the Deku Baba and the possessed jars that fly at you when you move in close!

In the cell directly across from that door lies a large chest. However, as the Lens of Truth will show, everything isn't always as it appears. The hole beneath the illusory floor prevents you from approaching from this direction. Traveling down the west corridor will reveal another illusory wall that will allow you to gain access to the chest and recover the Compass within!



Behind the other locked door (northeast corner), you can get a second Skulltula Token. Shoot down the Gold Skulltula clinging to the wall in the niche at the north end of the room. Use the Lens of Truth to uncover the real floor sections hidden under the illusory ones.

West Side Corridor

With the water drained, descend into the hole that was once filled with water and open the small chest to gain a Recovery Heart. Continue up the root-covered wall near the chest and open the door to enter the Crypt.

The Crypt

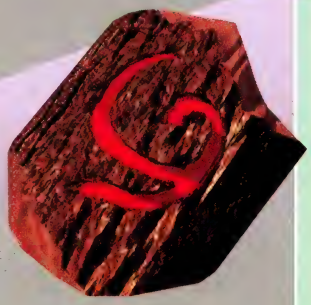
This tomb-filled chamber holds many secrets. Beware the mummy-like Gibdos: they possess the same paralyzing power as the ReDead. They can stop you in your tracks temporarily if you enter their line of sight. Although fire won't send them up in flames, a few swipes of your sword will send them into an eternal sleep.

Light the torches using Deku Sticks. Each torch you light opens the tomb next to it. Opening the tombs allows you to climb in and collect any treasures you might find, but it also releases any creatures that were sealed within.

Northeast Corner Tunnel

To collect the third and final Gold Skulltula Token in this dungeon, you must brave the cell holding the Like Like. Collect the final Small Key and make your way to the level's northeast corner. Crawl through the tunnel and use the key on the locked door on the other side.

In the room beyond, you must shoot down the Keese flying about before you can deal with the Beamos at the room's center. After you dispose of the Keese, a well-tossed Bomb will eliminate the Beamos threat and allow you to reach the Like Like's cell through the door on the south wall.



Tip

You'll find a replacement Deku Shield in the chest, if you lost it earlier to a Fire Keese's dive-bomb attack.

CHAMBER OF THE LIKE LIKE

This amorphous monster will swallow you whole if you're not careful! Slash it with your sword as it lowers its mouth to devour you. With each successful attack, the LikeLike will retreat momentarily before resuming its attack. Use this time to reposition yourself where you have room to maneuver. You'll find the last Gold Skulltula clinging to the east wall. Shoot it down and use your Boomerang to retrieve the token.

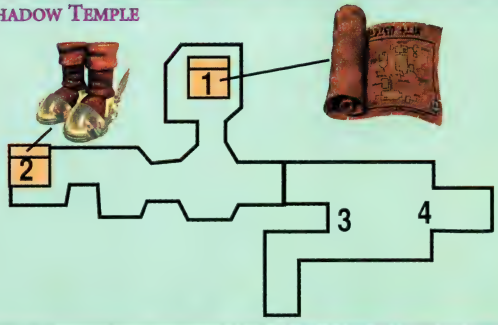
With the Map, Compass, and Lens of Truth in hand, you should have no problem exploring the rooms to claim the remaining treasures. Although you won't find anything else of great importance, there are a few Recovery Hearts and Deku Nuts to be retrieved from the chests.

SHADOW TEMPLE

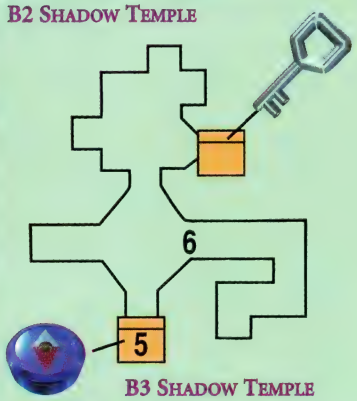
You've acquired the Lens of Truth. Now you can rescue Impa within the Shadow Temple. But there are areas within the Temple that require you to use items such as the Fairy Bow and Longshot. So you must journey back (or warp, using the "Prelude of Light") to the Temple of Time and retrieve the Master Sword to move forward in time again.

Playing the "Nocturne of Shadow" on the Ocarina warps Link to the Graveyard behind Kakariko Village. As the glow from the journey fades, you find yourself poised on a ledge high above the Royal Tomb, near the rear of the Graveyard.

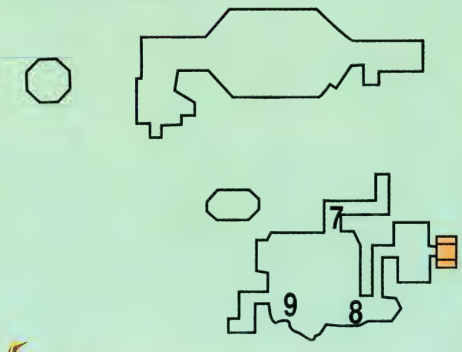
B1 SHADOW TEMPLE



B2 SHADOW TEMPLE

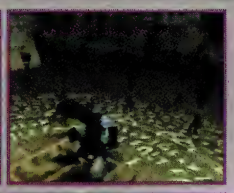


B3 SHADOW TEMPLE



B4 SHADOW TEMPLE

1. Retrieve the Dungeon Map.
2. Obtain the Hover Boots.
3. Position the Statue Beak.
4. Brave the chasm.
5. Retrieve the Compass.
6. Blast open the hidden passage.
7. Leap through the guillotines.
8. Defeat the Stalfos.
9. Collect the five Silver Rupees.
10. Activate the floor switch to retrieve the key.
11. Cross the moving bridge.
12. Navigate the deadly room of fans.
13. Blow across the chasm.
14. Take a ferry ride.
15. Survive the spiked walls of death!
16. Cross the gap with the statue bridge.



On the east wall, a tunnel leads down into a circular chamber. Unlit torch sconces surround a small platform in the center of the chamber. Call down Din's Fire to light all the torches at once as the dome of fire expands to fill the room. Lighting all the torches causes the stone seal to raise, revealing the entrance into the Shadow Temple.

Floor B1

Round the corner and use the Longshot to pull yourself across the gap. If you target the stone seal on the wall, Navi interjects about the shadows yielding only to the one possessing the "Eye of Truth." Use the Lens of Truth to reveal the illusion and step through the stone face on the wall.

Skull of Truth Room

To move where the statue's beak points, move up against the flat piece of outstretched stone; press and hold the A Button as you push up on the control stick. If you walk around the statue using the Lens of Truth, you can determine which skull atop the posts is not an illusion. Moving the statue's beak so that it points to the one true skull opens the mouth of the statue across the gorge.

Next, you must find the item mentioned on the sign near the gap separating you from the open-mouthed statue.

Caution

If you fail to push the bird statue's beak into the correct position, the floor beneath you will split and drop you into an abyss. You'll lose one full Heart Container of health and restart outside the room.

Use the Lens of Truth to reveal an illusory wall in the northwest corner. Explore the areas beyond to find the items that will allow you to bridge the gap. The rooms containing these items are hidden, but the Lens of Truth will show you what is real.

ReDead Room

Once you enter this room, a portcullis slides down behind, locking you in. There are two dangers here—the ReDead that rise if you get too close and the Keese. Defeat the ReDead crouched in the center of the room to uncover the chest containing the Dungeon Map. You must down the two Keese to unlock the door.

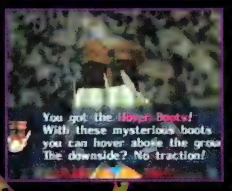
Tip

Another way to spot the false walls without using the Lens of Truth is to look for the steady green glow of the skull's eyes.

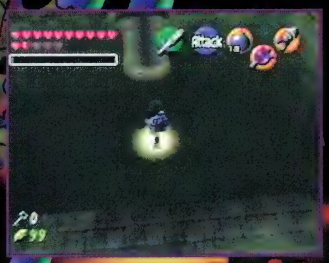
Tip

Eliminate the Keese's threat by using your Longshot or Bow as soon as you enter the room.

Dead Hand Room



The six hands reaching out of the ground make it all too obvious what lurks in this room. Fortunately, the Lens of Truth will reveal a dark spot—the Dead Hand's resting place. Setting a Bomb on this location brings the monster to the surface without having to brave the clutches of one of its many hands. When the Dead Hand surfaces, use the Z Targeting system to lock on and strike when it lowers its head to bite you. Defeating it unlocks the door and reveals a chest containing the legendary Hover Boots.



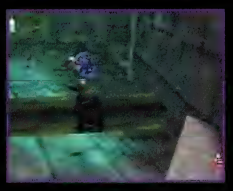
Equip the Hover Boots and run toward the statue past the gorge. The boots' power fades just short of your destination, but you'll be close enough to grab the stone tongue before plummeting below.

Floor B2

Beamos Room

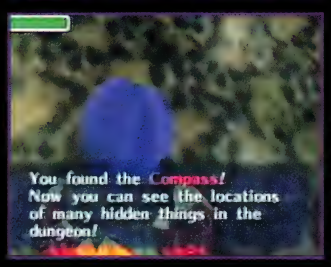
Stepping into the statue's mouth, you walk down a sloped corridor into an area where a Beamos guards the way. Sneak up behind while its single eye looks the other way and set down a Bomb to blow it sky-high!

Scythe Room (North Passage)

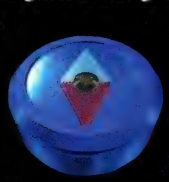


Entering this room reveals two razor-sharp scythes slicing through the air as they whirl around. Use the R Button to raise your shield. More importantly, duck under the revolving sickles. Collect the five Silver Rupees to raise the portcullis barring the way into the chamber in the southeast corner. After you collect all five, recover the Small Key from the chest in that southeast room.

The Gibdo Room



Two Gibdos stand in the chamber behind the false wall to the south. Movement awakens them from their slumber to paralyze you with their gaze. If one gets too close, it will jump on your back and drain your health away. Free yourself quickly by moving about to shake them off. Defeating both these undead will cause a large chest to materialize. Open it to retrieve the Compass!



Tip

If you're out of Bombs, simply track the movement of its eye and follow around behind it, or use a Deku Nut to blind it momentarily.

Tip

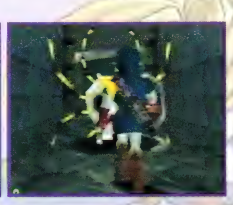
The hardest Silver Rupee to reach is the one in the northwest corner. However, if you position yourself here, you can use the Longshot to pull yourself atop the boxes and then drop down to recover it.

Tip

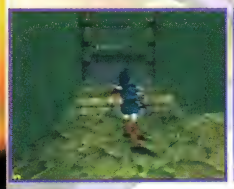
Playing the "Sun's Song" freezes these creatures dead in their tracks before they have a chance to paralyze you.

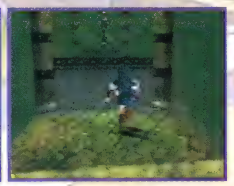
A final hidden passage lies east of the Beamos. Open this corridor by setting a Bomb in front of the walled-up area. Time your entrance into the room with the Beamos's revolving eye. After destroying the obstruction, unlock the door beyond using the Small Key you acquired in the Scythe room.

Floor B3



As you descend the winding path, take care to avoid the Big Skulltulas that drop from the ceilings. Around the left turn a new danger presents itself—the guillotines. Time your crossing so you pass beneath them as they rise up.





The corridor deposits you into a huge area filled with small platforms you must bridge with jumps. This wouldn't be so bad, but the guillotines slicing down make it critical that you time your jumps off of the current platform with the blade's rise.

Caution

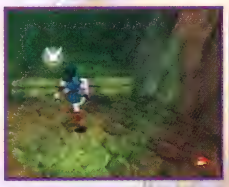
Beware the Wallmasters who descend from the high ceilings and will return Link to the beginning of the dungeon. Watch for the telltale shadow before they pounce so you can avoid them!

When you reach the third platform, a Red Bubble will rise up in front of you and attack. Use the R Button to raise your shield and knock the Red Bubble out of the air. Then finish it with your sword.

As you make your last leap, a Stalfos appears on the platform as you pull yourself up. Remember to raise your shield using the R Button and block its attacks before returning with your own.

Tip

The Z Targeting system will allow you to pivot and track the Stalfos' movement even while your shield is raised.



After defeating the Stalfos, look around. The gap to the east may seem too vast to bridge, but the Lens of Truth reveals otherwise. Using the Lens, make your way to the doorway at the east end of this room.

Around the corner of the corridor beyond the door, the area opens up into a chamber with a Like Like poised at the far end. Don't wander onto the circle pattern covering the room's center area, or you'll take damage from an unseen enemy!

Don't feel like losing your Zora Tunic or Hylian Shield to the Like Like? Equip your Bow and shoot arrows from a distance, eliminating the chance of this fiend devouring your possessions!

Tip

Equip the Lens of Truth to reveal a duo of two Grim Reaper statues swinging the scythes 'round and 'round the room. Use the R button to raise your shield and duck the swinging blades.

To raise the portcullis over the east door, use your Bow or the Longshot to defeat the three Keese clinging to the walls above. In the chamber beyond, you can collect a Gold Skulltula Token and a Blue Rupee.

Tip

Use the Lens of Truth to reveal a second, hidden chest containing a bundle of arrows.

Making your way back, you must face another Stalfos. Defeat him as before and move to the west edge of the platform.

If the hanging platform is at its lowest point, you can make this jump unassisted. However, it's much easier if you throw on your Hover Boots first. Remember to wait until this moving platform reaches the peak of its ascent before leaping to the ground on the other side!

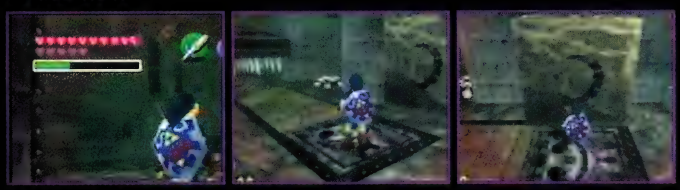
Caution

The platform *must* be at its lowest/highest points for you to complete these jumps!

Collect the five Silver Rupees to raise the portcullis over the doorway on the west wall. The fifth gem lies beneath the Beamos, so first eliminate it with a Bomb.

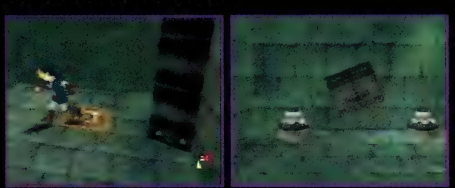
Floor B4

Spiked Room

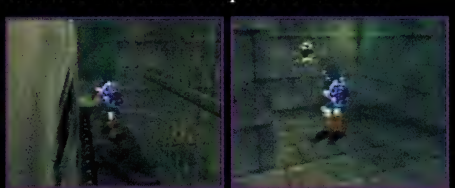


The room beyond is filled with spiked platforms that rise and then crash down to the floor. Use the Lens of Truth to reveal a crescent block. Pull it out to block the downward motion of both spiked platforms so you can maneuver through this room.

Once you make it to the west side, pull the crescent block toward you until it comes to a stop. From the raised floor area, you can now climb on top of the block to reach the upper level. Use the areas above the cells to walk on the spiked platforms and reach the south side of the room.



The floor switch causes a small chest to fall in the northeast corner. Target the chest and use the Longshot to pull yourself across the gap and retrieve the Small Key from inside. Use the east doorway to return to the previous chamber, where the Beamos and Blade Traps were located.



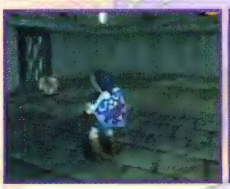
Before leaving the room, slide around the other side of the crescent block to enter the cell. You'll find a Gold Skulltula clinging to the wall there.

Another guillotine blocks the way, so make your way to the center of the room using the narrow ledge that extends from the northeast corner of the Beamos area. Beyond the guillotine, a chain stretches across the gorge and you can hear a mysterious clanking sound.

Use the Lens of Truth to reveal a platform on the other side of the blade, as well as a platform being pulled back and forth on the chain. As the moving platform draws near, jump onto it and ride this moving bridge to the niche with the locked door, on the other side.

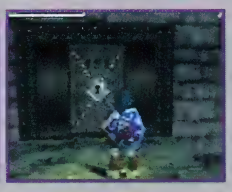
Floor B4

As you wander into this room, you see Silver Rupees suspended throughout the area. Take care: You may run into something unseen that will harm you. Activate the Lens of Truth to reveal rows of razors sticking out of the floor. Avoid them!



First, eliminate the ReDead: play the "Sun's Song" to freeze them and then defeat them one at a time. Defeating the second ReDead makes a small chest appear.

Although you can collect most of the Rupees just by running into them, the one near the center of the room dangles just out of reach. Using your Longshot, line up with the Hookshot target so the Rupee lies almost directly between you and your destination. As the Longshot pulls you up to the platform, you'll grab the Rupee!



To reach the platform above the exit, you must use the Lens of Truth to reveal a hidden Hookshot target that will pull you up to the level. But first you must retrieve another Small Key to unlock it.

Exit through the door on the west wall. You'll step into a room containing a large, flaming, skull-shaped pot as a portcullis lowers behind, locking you in. Defeat all the Keese in this area to raise the gate again.

Caution

Some of the Keese will fly through the flames before attacking you. Shoot them down before they run into you!

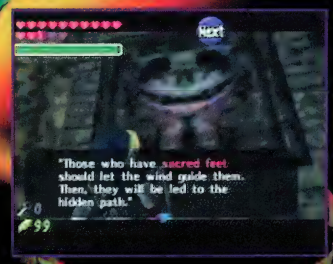
Grab a Bomb Flower and throw it into the large skull pot to destroy it and uncover a Small Key. With the Small Key in hand, you can return and Longshot up to the platform and unlock the door.

Tip

Before you leave the room, get the Skulltula Token by defeating the Gold Skulltula hiding on the wall behind the skull pot.

Through the doorway and past the turn to the right, Link faces another puzzle. The two razor traps sliding back and forth make the passage a tight squeeze; the fan at the end of the corridor prevents him going any farther as long as it's spinning.

Pick a side of the corridor and time your advance to coincide with the blades stopping. When you reach the fan itself, you spot another at the end of the next corridor. A Big Skulltula lies between.



CAUTION

IF YOU POSITION YOURSELF AT THE LEFT OR MIDDLE OF THE SECOND CORRIDOR, YOU'LL BE BLOWN ALL THE WAY BACK TO THE BEGINNING, AND GET INJURED AS YOU'RE PUSHED INTO THE RAZORS.

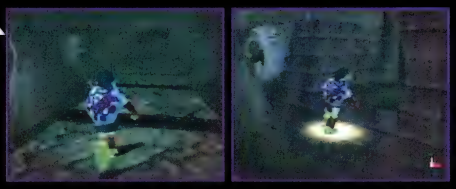
Beyond the second fan, the passage makes another turn, and the third challenge is revealed. You can bridge the gap between you and the fan one of two ways. You can equip the Hover Boots and rush forward, or pull out your Longshot, target the wooden beam, and drop directly in front of the fan. In either case, be sure to time your action with the blades stopping.

Your final challenge is to traverse the narrow pathway, timing your journey as each of the three fans in this area shuts down. The eye above the opposite doorway shoots out drops of flame, so be sure to raise your shield.

TIP

USE THE LENS OF TRUTH TO REVEAL THE HIDDEN CHEST IN THIS ROOM.

Navi can hear the voices of spirits when you enter the room beyond. This gives you a clue how to proceed after you defeat the ReDead.



Return to the corridor just outside and use the Lens of Truth to uncover a hidden passage north, opposite the closest fan. Equip your Hover Boots and let the fan blow you across the gap into the passageway.

Use the "Sun's Song" to paralyze the Gibdos. Attack them one at a time, making sure to avoid the razor traps sliding across the floor. Defeating the second one reveals a small chest in the center of the room.

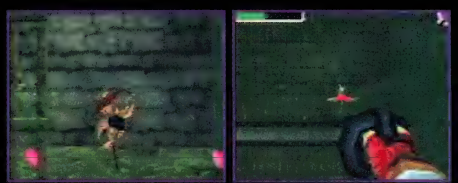
Uncover a second small chest by bombing the pile of debris in the southeast corner, and then using the Lens of Truth to reveal it. Inside you'll find the Small Key you need to unlock the door at the north end of this chamber.

CAUTION

IF YOU HAVE TROUBLE WITH THE FANS, EQUIP THE IRON BOOTS TO PREVENT YOU FROM BEING BLOWN ABOUT.

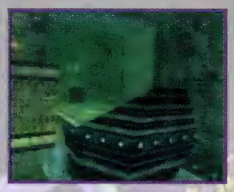
FERRY ROOM

Pull the large crescent block out onto the track, and then drag it down to the east end. Pushing into the recessed area will allow you to climb up and reach the ladder to the upper level.



At the top of the ladder, look back toward where you pulled the block to see a ledge. Playing the "Scarecrow's Song" causes Pierre to pop out of the ground on the platform in the distance. Use the Longshot and target the scarecrow to reach the ledge. Grab the Gold Skulltula Token and the two Recovery Hearts.

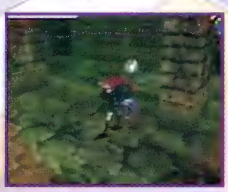
The ferry springs to life. When Link stands on the Triforce crest on the deck and plays "Zelda's Lullaby," it shuttles him to the west end of this area.



When the ferry starts moving, a pair of Stalfos attack you. If you switch to Z Targeting, you can fight them one at a time. Just be sure to finish them both off, or leave yourself some room to maneuver.

When the boat reaches the far end it starts to sink. If you haven't defeated both Stalfos, break off your attack and abandon ship before it sinks completely, and drags you down with it!

Pass through the door on the west wall to enter a chamber filled with pillars. All is not as it seems. You'll soon find yourself bumping into walls that aren't there.



This area is also home to a pair of Floormasters. Remember, a Floormaster glows green just before it launches its attack, and while it's green, it's invulnerable! Use the R button to raise your shield and block its charge; then counterattack as its glow dies.

Caution

Unlike in the other rooms you've explored so far, there are walls in this room you can't see unless you use the Lens of Truth.

The room to the south is home to a rare breed of Floormaster, which is invisible to the naked eye. Use the Lens of Truth to reveal this horror and defeat it in the same manner as the previous ones.

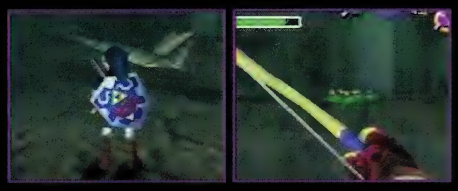
The room to the west contains three large skull pots. Climb up the stairs and use the Bomb Flowers to destroy each. Blowing up the pots reveals items such as Deku Nuts, Bombs, or Rupees.

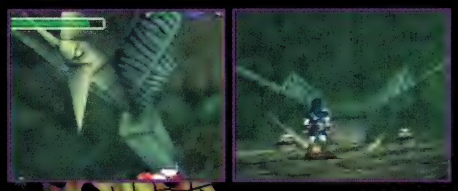
The room with the Boss Key lies to the north. As soon as you enter, spike-mounted wooden walls begin closing in on you.

Tip

Use the same item that opened the stone door leading into the Shadow Temple.

After you eliminate the walls, defeat the ReDead so you can retrieve the Boss Key from the ornate chest.





Return to the area where the ferry sank. You must find a way to bridge the gap. The solution—a crop of Bomb Flowers growing below the tall bird statue at the east end of this area. Using your Fairy Bow, target one of the Bombs and detonate it. The rest will follow, sending the statue crashing across the gorge.

A bottomless pit surrounds the entry into the Boss area. Again, the Lens of Truth reveals a maze of small platforms leading to the final doorway.

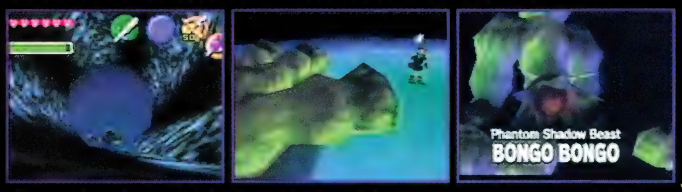
TIP

USE THE Z TARGETING SYSTEM *AND* TURN ON THE LENS OF TRUTH TO REVEAL THE BEAST BEHIND THE BEATING HANDS.

To reach the next platform, equip the Hover Boots for some added distance. As in the area near the beginning of this dungeon, you'll fall just short—but close enough for Link to reach out and grab the edge.

From the third platform, just one more jump remains. You can make it without the Hover Boots, but, because the platform you start from is so narrow, you need precise control.

PHANTOM SHADOW BEAST: BONGO BONGO



Dropping through the large hole in the center of the room, Link comes face-to-face with the Shadow Temple Boss—Bongo Bongo.

You land on a very large jungle drum. Huge hands reach out and begin beating it, causing you to lose both your footing and control over your movements!

Bongo Bongo uses many attack patterns. Most of them result in a hand flying at you and swatting you aside, or a fist closing around you as he attempts to squeeze out your life. Once a hand closes around you, there's nothing you can do except pray you have enough health left in your Health Meter.

For his final attack, Bongo Bongo clenches both fists and rushes across the drum surface, squashing you. If you're standing close to the edge when the attack connects, and unless you're quick to target and stun him, this assault can send you plummeting into the poisonous waters.

If this happens, climb back up the side to keep the damage to a minimum.

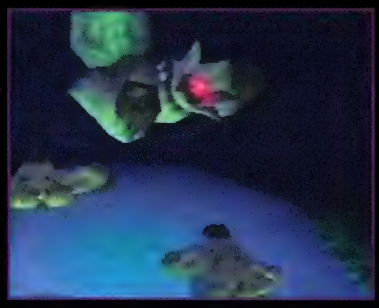
The trick to defeating this Boss is to use your Fairy Bow or Longshot and incapacitate both hands. You'll know you've scored a hit when they turn blue and Bongo Bongo shakes them in pain.

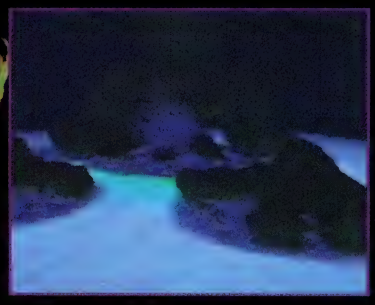
After you freeze both hands, you must target the main body. You can't see it normally, but the Lens of Truth will uncover the target area. Shoot the blossom-like eye portion of his body, and Bongo Bongo will fall to the ground, stunned. Move in close and attack with your sword.

Tip

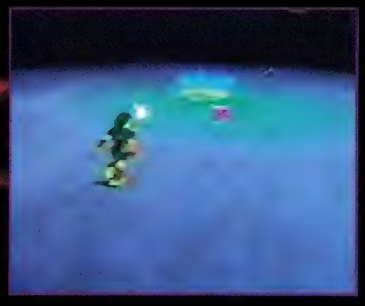
Remember, the Jump Attack with the sword inflicts twice as much damage as a normal slash. Use the Jump Attack to reduce the number of times you must strike to defeat Bongo Bongo.

The Shadow Medallion





Repeat this process—stunning his hands and body and then attacking with the sword—until the Shadow Boss falls for good.



After collecting the Heart Container and stepping into the warp circle, Link is whisked away to the Chamber of Sages. There, Impa, Sage of the Shadow Temple, rewards him with the Shadow Medallion.

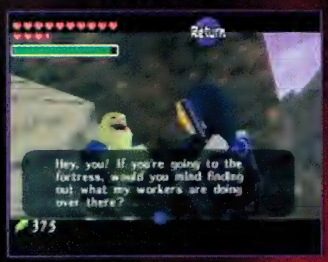
The Spirit Medallion

OBJECTIVES:

1. Enter Gerudo's Fortress and rescue the four captured carpenters.
2. Receive the Gerudo's Membership Card.
3. Pass the two tests in the Haunted Wasteland to reach the Desert Colossus.

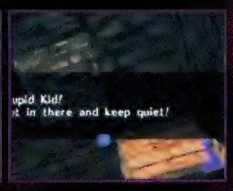
Gerudo Valley

With five of the six Sage Medallions in his possession, Link journeys to the west side of Hyrule Field to reach the desert area of Gerudo Valley, hoping for a clue to the final temple's location. But the bridge over the gorge has been wrecked. Use your Longshot to target the signboard on the far side and pull yourself across or jump it with Epona.



On the other side of the chasm, you find the Master Carpenter from Kakariko Village camped just ahead. Chatting with him reveals all his workers have left their boring carpentry careers to become Gerudo Thieves. He asks you to find them.

Gerudo Fortress



As you approach the mountainside fortress, one of the many female thieves spots you. You're promptly deposited in a cell.

Now, not only do you have to find those four lazy carpenters, but you must rescue yourself, as well! Thankfully, they didn't take away your possessions. Looking up, you spy a crossbeam you can use your Longshot on to pull yourself out of this prison. At the window above, time your descent with the guard's movement below and make your way into the entryway at the left.

The First Carpenter

Enter the structure to find the first carpenter locked in a cell. Talking to him reveals nothing important, but triggers the appearance of a Gerudo Thief.

These thieves fight to the bitter end, so don't let your guard down. If you get struck by the deadly Gerudo Spinning Attack, you'll be incapacitated long enough for them to throw you back in your cell. If that happens, you must retrace your steps.

Tip

If your timing is just right, you can use a Deku Nut to momentarily freeze the thief and get in one good shot.

Using the skills you've honed over the last few dungeons, outmaneuver and defeat the female warrior. As she flees, she drops a Small Key, allowing you to free the captive carpenter.

After freeing Ichiro the carpenter, go through the other exit back outside and enter the doorway to the north. Don't stand around too long, or a patrolling thief will spot you and throw you back in your cell.

As you round the corner, use the crates to keep the patrolling guard from spotting you. When the coast is clear, sprint for the passage up to the right, and back outside. From there, enter the doorway around the corner. A guard patrols the area near the doorway, so you must wait until she turns and starts back before easing around the corner and through the doorway.

The Second Carpenter

You'll find the second carpenter in this part of the fortress. Again, after you talk with him, a Gerudo guard will drop from the ceiling and attack. You can use the Deku Nuts to stun them, but each thief you fight becomes progressively more difficult. Use Z Targeting to keep this enemy in front of you, and remember to keep your shield raised to fend off attacks until you're ready to strike.

After defeating the thief, release Jiro and leave through the other exit to search for the remaining two carpenters.

You can reach both remaining carpenters from this plateau. You'll find the first by entering the doorway to the right of where you're standing.

The Third Carpenter

To reach the third carpenter, you must get to the other side of the room without being seen by the guards below. The wooden beams above are soft enough for your Longshot to dig into and pull you across the room without being spotted. At the other side, follow the passage outside.

Drop to the rooftop on the left and enter the doorway to reach the passage leading to the third carpenter's cell.

Tip

Target the last beam, or you'll drop in front of the guards and have to start over from your prison cell.

Tip

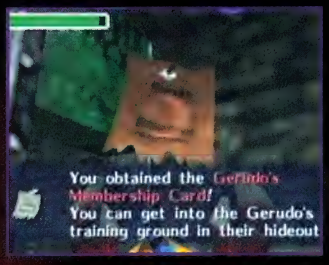
You can use your Hover Boots to "float" to the middle platform, and then again to reach the other end of this area.

This is by far the most difficult Gerudo Thief to avoid. Wait until she passes from sight as she patrols left; then quickly run past the crate, round the corner to the right, and enter the passage on the left before she turns around to come back. Also, any Thief in purple clothing can be knocked out with an arrow.

Talk to Shiro the carpenter to start the battle. Defeat the guard to claim the key and release the carpenter. Only one left!

The Fourth Carpenter

Exit the way you entered, turn right, drop to the roof below, and make your way to the entry ahead. Follow the corridor down to reach the cell of the final carpenter. Repeat the process of talking to bring the Gerudo Thief into the chamber.



Defeating this guard gives you the key to free the last carpenter. Like the others, he promises to make this kind deed up to you somehow. He also passes on information about crossing the Haunted Wasteland to reach the Desert Colossus, where the Spirit Temple lies.

As you turn to leave the cell, a Gerudo Thief, impressed with your abilities, rewards you with the Gerudo's Membership Card. This pass allows you to move freely about Gerudo's Fortress without fear of being thrown into a cell, as well as access the Gerudo's Training Grounds. There you can pay 10 Rupees to try to win items by running through a dungeon gauntlet.

If you return to the chasm in Gerudo Valley, you'll find the carpenters have made good their promise, and have repaired the bridge.

Talk to the thief at the top of the watchtower and she'll open the gate into the Haunted Wasteland. She'll also tell you of the two trials you must complete to pass through the desert. The first is the "River of Sand," the second, the "Phantom Guide."

Tip

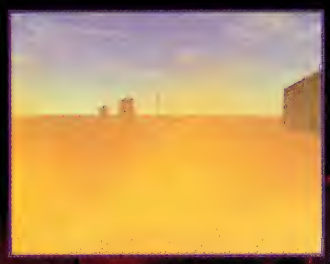
The "eyes that see the truth" the guard refers to is the Lens of Truth!

Horseback Archery

You'll need a horse to participate in this event. Pull out your Ocarina and play "Epona's Song," and your trusty steed will appear. Ride her back through the fortress area to the long, open area on the east side. For a mere 20 Rupees you can test your marksmanship with your Fairy Bow.

If you score 1,000 points within the 20-arrow allotment, the Gerudo Thief running the event gives you a Piece of Heart. Completing it again and racking up a score of 1500 or more will net you the Biggest Quiver, which increases your maximum by 10.

Haunted Wasteland



Traversing the Haunted Wasteland is hard enough with the raging winds blowing sand and obscuring your view. Don't rush through this area! Take your time and pan around to see what's around you. Landmarks you could make out easily elsewhere are easy to overlook if you're hasty here.

The River of Sand

Don't attempt to cross the area north of the single crate without first equipping the Hover Boots or using the Longshot on a wooden crate on the other side. The shifting sands will swallow you and make you start again at the Haunted Wasteland entrance.

Tip

Darkness complicates matters even more. If dusk falls before you enter this area, use your Ocarina and play the "Sun's Song" to bring daylight back around.

The Flag Sticks

The flags beyond the River of Sand mark the path you must follow to reach the Haunted Wasteland's second trial. Follow them from one to the next, to another set of two.

The Phantom Guide

From atop the stone barracks, equip the Lens of Truth and activate it to reveal the Poe who will guide you through the remainder of this wasteland to the Desert Colossus.

The path he leads you on may seem twisted and directionless, but if you stop and lose sight of this wandering Poe, you'll get lost and must start the journey over. When you see the pair of flags, you'll know you've survived the hardships of the desert and have reached your destination.

Caution

If you get disoriented and don't see a flag in the distance, turn around and return to the flag you just left. If you venture too far into the desert, you'll end up back at the gates of Gerudo's Fortress.

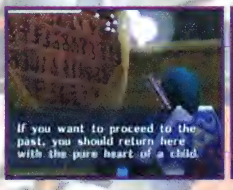
Desert Colossus

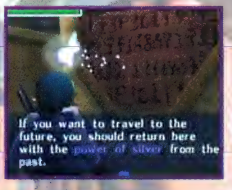
The entrance to the Spirit Temple lies at the bottom of the giant mountain of stone. When moving through the sands in this area, beware the Peahats that rise from the sand and attack. Move in a zigzag pattern to avoid them altogether.

Tip

South of the Spirit Temple entrance lies what's left of a pool. If you stand on the rock outcropping near the old pool and play the "Song of Storms," the rain that follows will restore the pool to its former glory and bring back the Fairies who used to dwell there.

Enter the Spirit Temple. The only apparent exit from this chamber is the tunnel on the west wall—much too small for you to fit through. You've been able to push crescent blocks in the previous dungeons, but the one on the east is much larger and heavier than the others; you won't be able to push it.

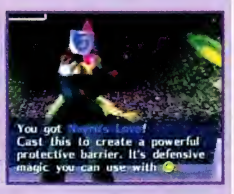




Take time to read the inscriptions on the stone tablets on either side of the stairs. They reveal you must return here as a child to proceed, and that only with the "power of silver" should you attempt to return as an adult.

As you exit the Temple, Sheik descends and says you must travel back in time and then return to enter the Spirit Temple. Then he teaches you the "Requiem of Spirit," a melody that will allow you to warp directly back to the Desert Colossus.

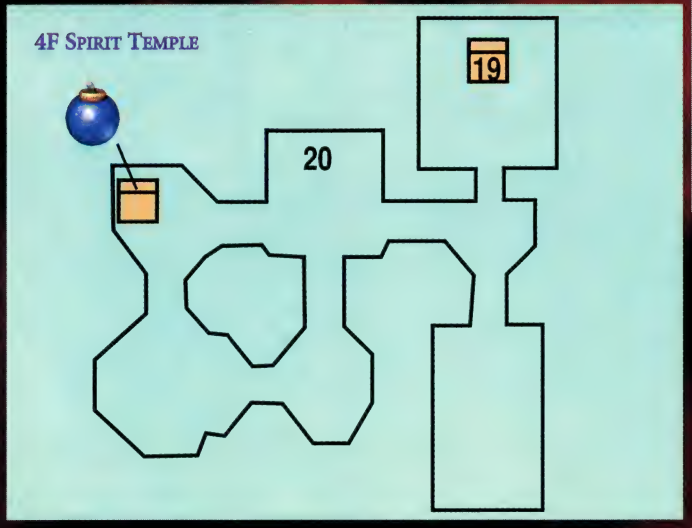
Obtaining Nayru's Love

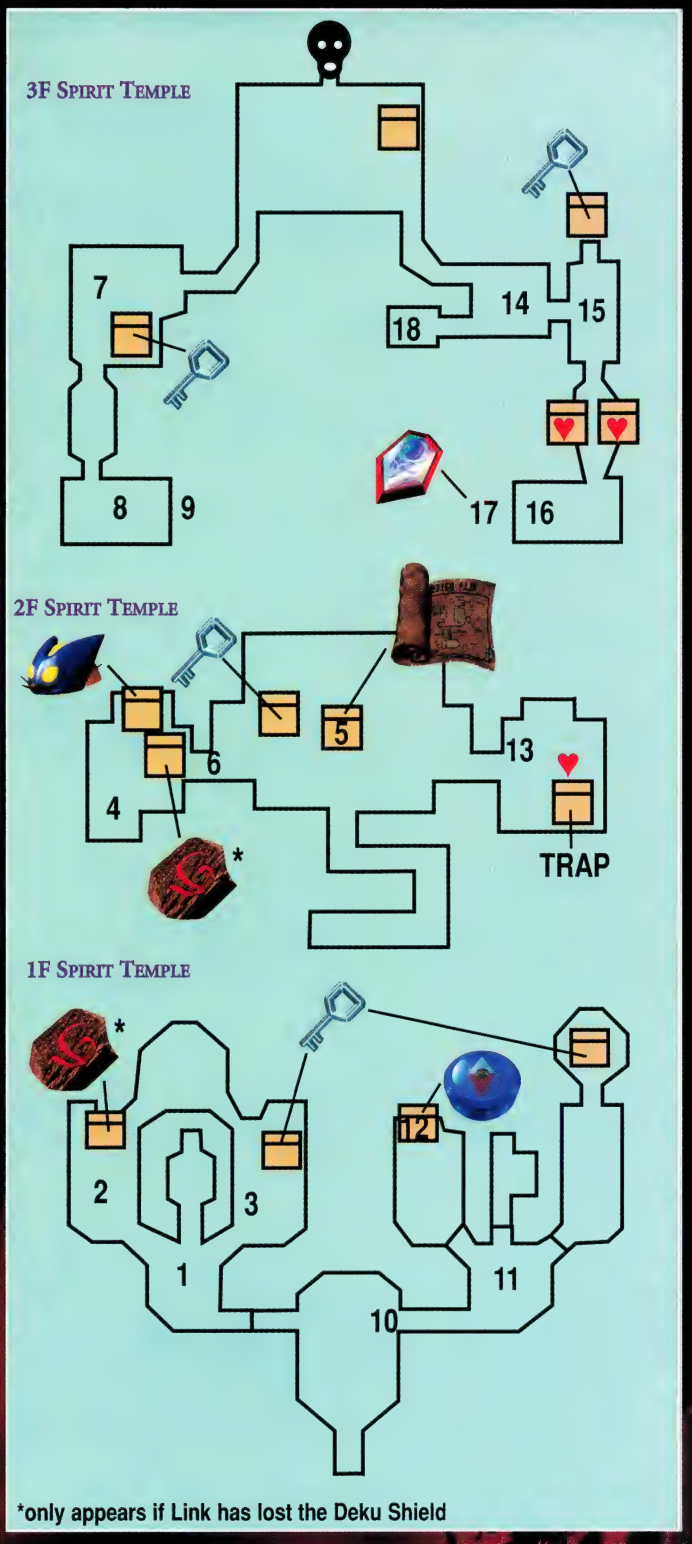


Blasting the crevice in the wall between the two palms uncovers the entrance to another Great Fairy's Fountain. The Fairy here will not only heal your wounds, but will give you the power of Nayru's Love. Activating this magical barrier protects you from damage, but its time is limited, so use it wisely.

The Spirit Temple

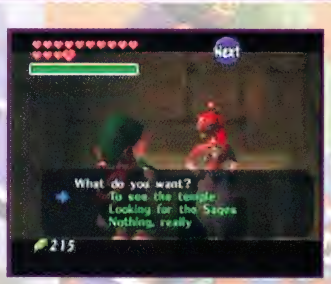
Play the "Prelude of Light" on the Ocarina of Time to return to the Temple of Time. Then relinquish the Master Sword back into the marble block rearward of the temple to return to your youth. When you're a boy again, play the "Requiem of Spirit" to warp back to the Desert Colossus.





*only appears if Link has lost the Deku Shield

1. Defeat the Armos.
2. Activate the Crystal Switch.
3. Collect the five Silver Rupees.
4. Solve the sun face puzzle.
5. Acquire the Dungeon Map.
6. Activate the floor switch.
7. Solve the three puzzles.
8. Defeat the Iron Knuckle.
9. Acquire the Silver Gauntlets.
10. Push the crescent block.
11. Activate the Crystal Switch.
12. Acquire the Compass.
13. Move the mirror.
14. Defeat the Beamos.
15. Trigger the floor switch.
16. Defeat the Iron Knuckle.
17. Acquire the Mirror Shield.
18. Scale the Wall of Death.
19. Acquire the Boss Key.
20. Deflect sunlight onto the sun plaque.



Reenter the Spirit Temple and ascend the stairs to find a Gerudo Thief blocking the tunnel entrance. Asking the thief about the temple or the sages proves pointless; but when you answer, "Nothing, really," the conversation becomes quite interesting.

After some idle chit-chat, the thief introduces herself as Nabooru of the Gerudo. But this thief wants nothing to do with Ganondorf's plans. Striking up a bargain, she asks you to retrieve the Silver Gauntlets from the temple so she can sneak in and steal the treasure for herself.

Caution

As in previous dungeons, some clay jars in this temple are possessed and will take to the air and crash into you if you get in range. Remember to use the R button to raise your shield and deflect their attack.

You agree. At least now you can enter the tunnel.

Floor 1F
Armos Room

Exiting the tunnel immediately exposes you to multiple dangers! The Armos at the top of the stairs won't attack unless provoked, but the Fire Keese and Blade Traps can cause serious harm if you're not careful from the start.

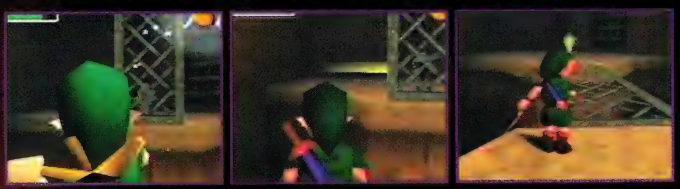
Caution

The Fire Keese's fiery dive-bomb attacks can destroy the wooden Deku Shield easily. Eliminate them quickly with your Boomerang.

After eliminating all the flying Keese, place a few Bombs under that Armos to destroy him, and unlock the two outer doors.

Room Past the Northwest Door

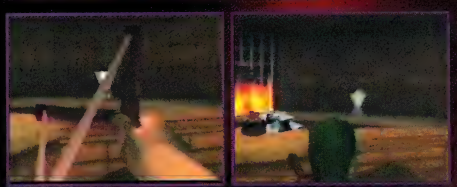
As you step through the door to the left, a Stalfos drops from the ceiling and attacks. Use Z Targeting to keep this large foe in front of you. Strike only when it lets its guard down! After you defeat the Stalfos, paralyze the Green Bubble with your Boomerang and then finish it off with a shot or two from the Fairy Slingshot.



Having disposed of all the enemies, you must determine how to make the wire fence drop and bridge the gap. Line yourself square in front of it and throw your Boomerang. Its arc sends it around the side, and it strikes the crystal as it starts its return. Cross the gorge and go through the door at the other side.

Anubis Room

These hovering, snake-like creatures attack with streams of fire, but are vulnerable to fire themselves.

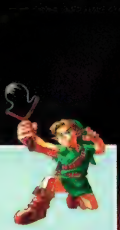


The Crystal Switch triggers a ring of fire to appear in front of the other door. If you outmaneuver the Anubis and reach the far side, the creature, too, changes positions. When it's in front of the door, use your Fairy Slingshot to trigger the ring of flame and roast it. Also, Din's Fire works on Anubis.

Room Past the Northeast Door

If you approach this room from the south (the Armos Room), you'll find all you can do is call down a Small Chest by lighting the two torches with Din's Fire.

When you enter from the north door, beware the lurking Wallmaster! Its telltale shadow gives away its position on the ceiling.



Tip

Wait long enough and you can bring the Wallmaster down to the ground, where it's vulnerable to your attacks.

Caution

If you stand too long in one spot, a disembodied hand will descend and snatch you up, dragging you back to the start of the temple.

Collecting the five Silver Rupees in this area lowers the grating between the two sides of the room. To collect two, you must climb the fence. Open the Small Chest you brought down with Din's Fire to reveal a Small Key.

Return to the Armos Room and unlock the door which lies behind the tunnel between the doors. Scale the rough wall to the second floor (after shooting the two Skullwalltulas clinging to it).

Floor 2F
Sun Face Room

When you cross the threshold into this chamber, two Lizalfos drop from the ceiling. Use Z Targeting to take on these beasts one at a time. After defeating them, you must solve the puzzle of the sun face on the floor.

Using the fire from the brazier, light a Deku Stick and use it to light the other three torches before the Deku Stick burns out.

When the last torch is lit, a Small Chest drops from the ceiling onto the south ledge. It holds a Small Key.

Finally, push and pull the crescent block marked with the sun face to where the sunbeam shines. This opens the door at the south end of the room.

Tip

You can't put the Deku Stick away. You must light all three torches before it burns out.

Temple Statue Room

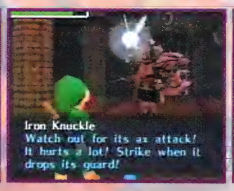
Step through the door. You're in a high-ceilinged area; a huge statue of a seated female figure stands in the center of the room. Stand on the raised platform in front of the statue and call down Din's Fire to light the torches on either side and lower a Treasure Chest. Open it to claim the Dungeon Map.

Tip

Looking around the room, you'll notice that a narrow beam of sunlight enters from a wall crack near the Skullwallitulas. Put this together with the Bombchus from the chest and ....

The switch below the platform with the Armos statue raises a portcullis over a door. This switch must be held down to keep the gate raised. Climb up the wall and push the statue on top of the switch.

The Iron Knuckle



A lifeless metal giant sits on a throne at the east end of this pillar-filled chamber. Attacking it with any weapon brings the Iron Knuckle to life, and it will begin slowly and purposefully to pursue you. Taking cover behind stone pillars or the throne stops it only long enough for it to destroy the objects with its huge ax.

Caution

As the Iron Knuckle takes damage, it moves faster and faster.

Floor 3F
Room of Three Challenges

To pass through this room, you must solve three puzzles. The first is easy: simply collect all five Silver Rupees here. This lights the tall gold brazier in front of the door you entered through.

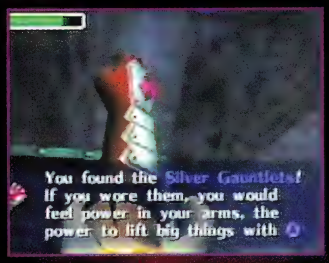
Tip

The Iron Knuckle's blows to the pillars and throne release Recovery Hearts. Collect them before they disappear, but stay clear of the ax.

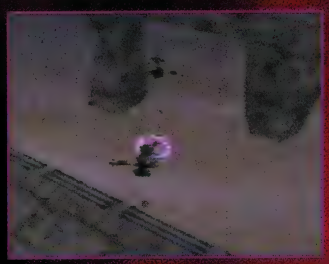
To defeat this monstrosity, outmaneuver it and strike from the rear. One blow from its ax knocks quite a few Heart Containers off of your Health Meter!

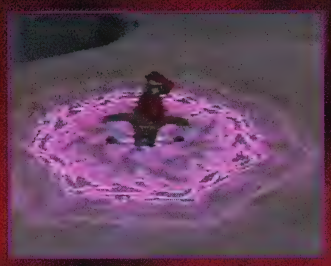
Tip

If you opened the entrance to the Great Fairy Fountain just outside the Desert Colossus, use Nayru's Love to shield yourself temporarily from physical attacks.



After defeating the Iron Knuckle, exit through the door behind the throne, to the top of the Desert Colossus. There, the owl gives you its last bit of advice, and you can claim the Silver Gauntlets from the Treasure Chest.





You hear a distant scream. Look down to see two witches circling Nabooru as she's sucked down into the sand.

Your task here as a child is complete. Play the "Prelude of Light" on the Ocarina to return to the Temple of Time. Recover the Master Sword to travel into the future, and then play the "Requiem of Spirit" to return to the Desert Colossus.

Floor 1F

Using the power of the Silver Gauntlets, push the large crescent block obstructing the passage east until it drops into a channel, opening the passageway to the room beyond.

Beamos Room

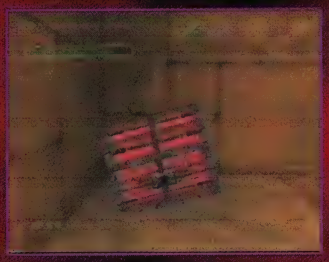
To unlock the outer doors, target the crystal hanging above the Beamos. Use Deku Nuts to blind it momentarily, or Bombs to put it out of commission for good!

Northeast Room

Gather the five Rupees in this chamber as you avoid the rolling boulders. To collect the Rupee suspended in the air, equip your Hover Boots to float out to it before the boots' power fails.

When you collect the fifth Silver Rupee, the gate at the north end of the chamber lifts, allowing you to collect the Small Key from the chest within.

Northwest Room



Defeat the Wolfos that appears from nowhere with a quick slash of your sword when its guard is down. Then stand on the Triforce symbol and play "Zelda's Lullaby": A Treasure Chest drops to the ground. Open it to retrieve the Compass.

Caution

Watch out for the hidden Like Like when you enter the room. If you react too slowly, it will gobble you whole and swallow your Hylian Shield and Zora or Goron Tunic before spitting you out: then you must defeat it quickly to regain your possessions.

Unlock the door in the Beamos Room to enter the corridor to the next level. As you step into the corridor, a Like Like drops from the ceiling to attack. Freeze it with your Longshot, and then move in and finish it off before it has a chance to swallow you whole. Scale the rough wall at the north end of this passage to reach the next level.

Floor 2F
Sun Mirror Room

To raise the portcullis over the exit in the west wall, move the mirror so it reflects light on the correct sun face plaque. To rotate the mirror, stand close and push the A Button until the gate lifts. As the sunlight striking the mirror reflects on each sun face plaque, the following events occur (clockwise from upper east sun plaque):

- a chest drops to the ground
- a chest drops to the ground
- the door on the west wall opens
- an invisible Floormaster drops into the room

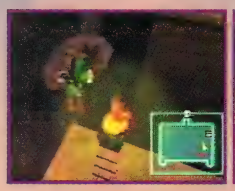
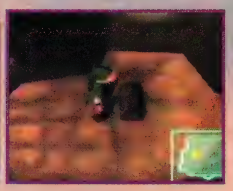
Caution

The chest that appears in the room's southeast corner is really a trap. Opening it releases a blast of arctic wind that freezes you solid and reduces your Health Meter level. Ignore this chest.

Tip

If you release the Floormaster by accident, equip and activate the Lens of Truth so you can see this enemy and defeat it.

Temple Statue Room

As you enter the room from the east side, notice the Triforce symbol on the statue's left hand. Jump or hover to the hand and play "Zelda's Lullaby" to cause a Small Chest to drop from the air and into the statue's right hand. Open it to retrieve the Small Key.

Out of your view at the time, "Zelda's Lullaby" also revealed a chest on the platform with a floor switch, in the room's northeast corner. Target the chest with the Longshot to pull yourself onto the platform.

As you ascend the spiral staircase to the temple's third level, avoid the Beamos's laser eye.

Floor 3F
Anubis Room

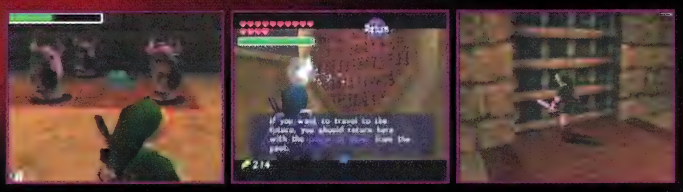
These fire-spitting snakes, so quick to attack Link as a child, seem content now just to block his way. All the same, they're as vulnerable to fire and flame as they were seven years ago.

Defeat the Beamos here to raise the gate over the doorway in the east wall.

Tip

Activating the rusted floor switch with the Megaton Hammer raises the gate over the doorway across from the statue. This passageway allows you to reach the temple foyer once you push the two crescent blocks into place down the passage. Smashing the rusted floor switch at the end of the corridor activates the elevator platform that rises and falls between here and the first floor.

Armos Statue Room



The floor switch hidden among the four Armos statues requires constant pressure to keep the gate raised over the south exit. Lure one of the Armos onto the switch, and then strike it with your sword to incapacitate it long enough for you to reach the door.

Rising Corridor

Use the Lens of Truth to dispel the illusion and locate two Small Chests containing Recovery Hearts.

The Iron Knuckle

In this room you must defeat the Iron Knuckle, identical to its twin in the west side of the temple. Use the techniques that worked before.

Tip

Remember, activating Nayru's Love shields you in a blue protective glow. You'll still get thrown back by the force of the Iron Knuckle's blow, but you'll sustain no damage.

After you defeat this suit of armor, go behind the throne and step out onto the ledge to recover the Mirror Shield. Use it to reflect light or energy attacks.

Armos Statue Room (Revisited)

Use the Mirror Shield to deflect sunlight onto the sun plaque on the north wall. The portcullis will lift, allowing you to collect the Small Key from the Small Chest in the chamber beyond. With the key in your possession, backtrack to the room toward the west and unlock the door in the southwest corner.

Floor 4F
Wall of Death

Inside this room, eliminate the two Beamos on the ledges in front of you with a couple of Bombs before moving into their line of sight.

The fabled Wall of Death looms above. The shifting wall sections slide back and forth, disappearing behind a row of spikes to either side. If you're clinging to a section as it slides behind the spikes, you not only take damage from the razors, but will plummet to the bottom of the room.

Choose a side of the lower wall section and scale it until one hand rests on the next panel. When the panel starts shifting away from you, continue climbing to the next stationary section of wall.

At the fixed wall section, shift your position to the edge of one side or the other before preparing for the final ascent. You can also use your Longshot to pull yourself up to the top section.

At the top of the wall, defeat or stun the two Beamos before attempting to exit through the door to the north.

Tip

THE TOP TWO MOVING SECTIONS MOVE FASTER THAN THE LOWER TWO. PAUSE BRIEFLY AND LET THE WALL SECTION SLIDE BEFORE MOVING. THIS GIVES YOU ENOUGH TIME TO SCALE THE NEXT SECTION BEFORE IT MOVES AGAIN.

Triforce Room

At the top of the stairs, stand on the Triforce symbol and play "Zelda's Lullaby" on your Ocarina to raise the bars over the doorway ahead.

Torch Slug Room

Defeat the four Torch Slugs to eliminate their threat. Then you must determine how to reach the switch on the translucent block high above. The Hookshot target doesn't pull you close enough to land on it.

Tip

ATTEMPTING TO OPEN ANY DOOR IN THE SURROUNDING WALLS REVEALS ITS TRUE NATURE. BLAST THE FALSE DOORS TO FIND THE EYE SWITCH THAT SLIDES A PORTION OF THE TRANSLUCENT BLOCK APART. THEN THE HOOKSHOT TARGET CAN PULL YOU UP.

Step on the timed floor switch to lower the flames briefly. After triggering it, jump down quickly and open the chest to acquire the Boss Key.

Sun Plaque Room

A sun plaque hangs on the west wall of the room's lower portion, but there's no sunlight to reflect. Further inspection reveals a huge reflective panel on the angled ceiling.

To unlock the door to the west, strike the Crystal Switch in the chamber with the mirror, behind the portcullis on the south side of the room. Charge up your sword and release the B Button when the sword starts to glow. You'll unleash a blast of energy that will activate the switch.

Lizalfos Room

As soon as you set foot in this chamber, the Lizalfos jumps out. Three quick swings of your sword should leave it in a heap at your feet. To the west, a mirror reflects sunlight from a hole in the ceiling as three White Bubbles fly around it.

Mirror Rooms

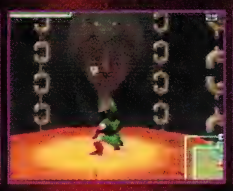
This mirror provides the source of light you need for the reflective panel in the room with the sun plaque. You just need something to reflect it.

Tip

Given the room displayed on the Dungeon Map and the wall discoloration, it would be reasonable to assume this wall wasn't always here. Placing a Bomb near it might remove it and uncover the mirror in the chamber beyond.

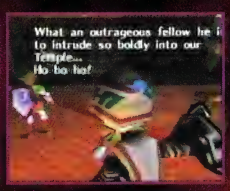
With all the rooms opened up, simply align the mirrors so sunlight bounces from the first to the second, and from there back to the eastern room toward the reflective panel.

With the mirror positioned correctly, you need only stand on the platform and direct the sunlight from your shield (using the R button) onto the sun plaque. As the sunlight touches the sun plaque, the room shudders briefly, and then the platform beneath you lowers.



As the platform comes to a halt, you're left hanging high in the air, in front of the temple statue's face. Use the Mirror Shield to reflect sunlight on the face: it crumbles away, revealing a portal. Use the Longshot to pull yourself into the cavity where the face was. The portal opens on the Boss Key door.

The Ultimate Iron Knuckle



As you step through the Boss Key door, you encounter the two witches responsible for Nabooru's abduction.

Before you can act, the evil hags call on their guardian servant to stand and protect them. The giant Iron Knuckle produces a huge ax and moves in to engage you.

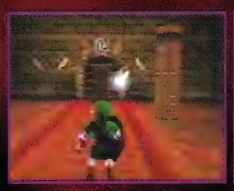
Although this Iron Knuckle is a *lot* bigger than the previous two, the same strategies apply. If your Magic Meter is in good standing, use Nayru's Love to protect yourself.

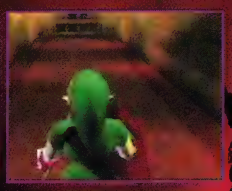
Tip

If the protective shell starts to flicker and fade, back away from the Iron Knuckle and recast the spell to renew the protection.

When the armor finally hits the ground, it falls away to reveal the form of Nabooru! The witches reappear. Each casts a blast of magic fire to reclaim their slave as the Gerudo Thief attempts to flee. As the blinding flash fades, you find yourself alone in the room, but now the door behind the throne is unlocked.

Sorceress Sisters Twinrova





Step through the doorway and walk the short hallway to the door at the end. Beyond the second door lies a large chamber containing five platforms of equal height. Climb on the large, centermost platform.

When you reach the platform, the sorceress sisters rise from opposite ends of the room, each threatening you with harm. As they rotate above, the witches separate and attack. Koume spits fire and Kotake sends a blast of arctic ice. Use the R Button to block, and the polished surface of the Mirror Shield will deflect the attacks.

Deflecting one witch's attack onto the other four times causes them to get serious: they merge into a single being and form their Double Dynamite Attack.

With their powers combined, the hags hurl fire and ice at you at a fevered pitch. As fire or ice hits the shield, it radiates the energy it has absorbed.

Tip

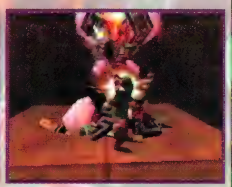
To reflect stored energy back at Twinrova, you must absorb three of the same type of attack in a row.

Collecting three like-energy attacks allows you to reflect the combined magic back at Twinrova. Like the previous reflecting, you can control the direction of the attack with the control stick.

Tip

As you hold the R button, move the control stick to control the angle at which the energy reflects. This way, you can deflect one sister's attack onto the other.

You barely avoid the incoming blast! Remember to stand clear until the area cools down—or suffer the consequences.



Having collected a third fire energy attack, your shield expels the stored magic in a lethal blast. Having scored a direct hit, move to the platform where Twinrova lies stunned.

Caution

Koume's fiery blast literally turns the ground to molten lava for a short time. As with Kotake's ice attack, stepping on an affected area harms you the same as a hit!

Tip

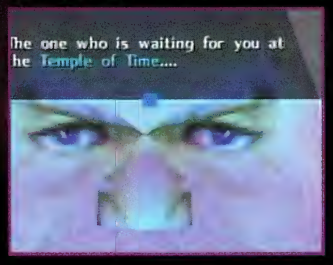
Use the Jump Attack to inflict twice as much damage with each strike!

The fire and ice energies of Twinrova have been reflected back at her three-fold with each attack, and she finally falls beneath your blade. The twins separate to their original forms just before they ascend to meet their maker!

Caution

Once you've collected an energy attack from one witch, *do not* attempt to deflect an attack of the other type. You'll lose the Mirror Shield's stored power and will suffer damage from the impact of the oncoming attack.

Enter the warp circle to return to the Chamber of the Sages, where Nabooru is revealed as the Sage of Spirit. She thanks you, and bestows the sixth and final Sage medallion. Now you must follow your destiny to the Temple of Time, where Princess Zelda awaits you.



GANON'S CASTLE

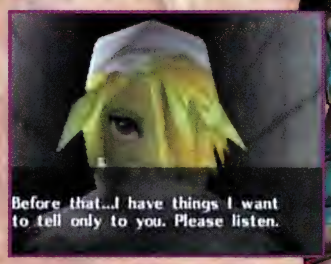
THIS IS IT, the last challenge before the game's final battle! If you were planning to undertake any side quests or master any minigames, now would be a good time to take a break and do it.

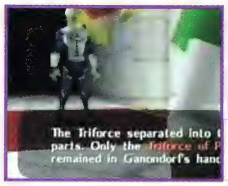
In particular, if you haven't completed the Gerudo's Training Ground, go now and accept that challenge! This will be the greatest test of your preparedness. Moreover, it gives you a taste of what to expect in Ganon's Castle. The outer rooms test all your skills, and you want to be at the top of your form before undergoing those trials.

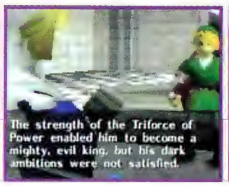
REUNION WITH ZELDA

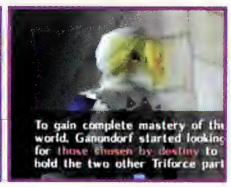
You knew one day you'd have all six Sages' Medallions. It's time to return to the Temple of Time to fulfill your destiny and challenge Ganondorf.

Travel back to the Temple of Time. You meet up with Sheik, who has some important things to tell you.

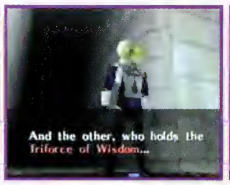


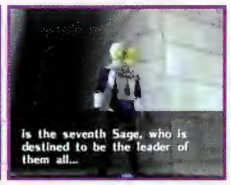





To gain complete mastery of th
world, Ganondorf started looking
for those chosen by destiny to
hold the two other Triforce part

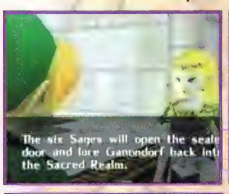
First, Ganondorf doesn't have the whole Triforce. When he tried to grab it, the prophecy came true, and the three sacred triangles split apart. Ganondorf received the Triforce of Power. The other two sections went to their predestined owners.

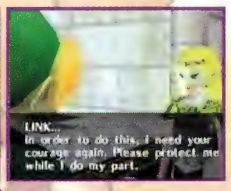


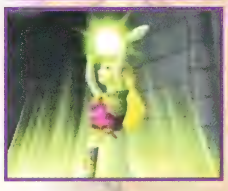


The recipient of the Triforce of Courage is you, and the Triforce of Wisdom? That's a no-brainer! Sheik holds up his hand and the triangular mark gleams.

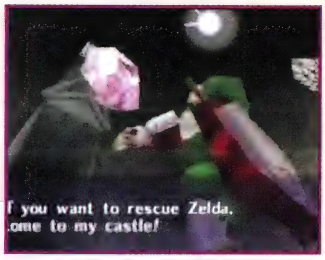
Suddenly Sheik's true identity is revealed— Princess Zelda suddenly stands before you. She explains her duplicity and apologizes. She had no choice, she says, especially after you were sealed in time for seven years.





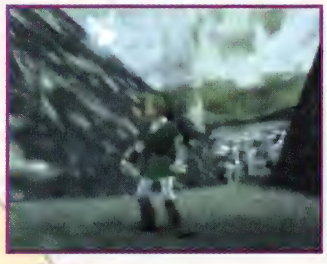


She outlines her plans and gives you the Light Arrows you'll need to help her defeat Ganondorf. But before you both can leave to storm the Castle, Zelda feels an ominous rumbling.

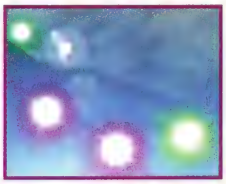
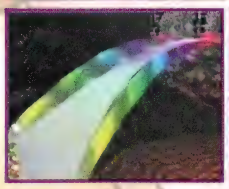
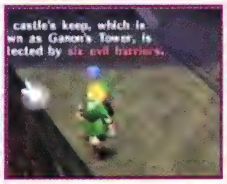


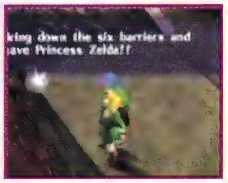
Suddenly Zelda is imprisoned in rosy crystal and Ganondorf's voice booms proudly through the temple. To free Zelda, you must challenge and beat Ganondorf. Again, the stakes have been raised.

Ganon's Castle

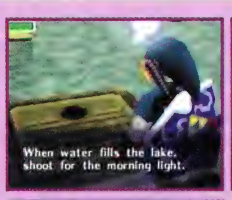


Leave the Temple of Time and head to Ganon's Castle, near where the serene Hyrule Castle used to stand. Now the landscape is twisted and inhospitable.



As you approach, you wonder how you'll cross over the lava below. Rauru's voice enters your consciousness. He explains that the Six Sages will combine their power to create a bridge over the molten moat. He also explains your objectives. The inner part of Ganon's Castle, where Ganondorf himself hides, is protected by six barriers. Dispel the barriers and you're free to enter.



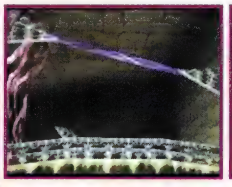
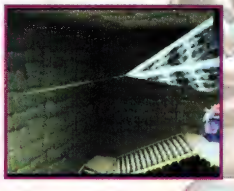
Before you enter Ganon's Castle, check your inventory for the Fire Arrows. If you don't have them yet, quickly head back to Lake Hylia and get them!

How? On the island with the warp symbol, a plaque instructs you to shoot the rising sun when the lake is full. Do just that and the Fire Arrows will fall on the "goalpost" platform opposite the plaque. This item is crucial in Ganon's Castle. You won't get by without it!

Inside Ganon's Castle: Part One (The Outer Rooms)

When you enter Ganon's Castle, it's hard to know what to expect. In many ways, this is the shortest "adult" dungeon. One would think that would count it among the easiest. Instead, this dungeon is one of the hardest: you must put all your problem-solving skills on the line to make it through.

Past the two Beamos guarding the entrance, you find yourself in the Castle's central room.

The barriers Rauru spoke of are the beams of energy coming from each of the six Medallion-marked rooms. They come together in a powerful force field protecting the Castle's core. To enter this tower, you must dispel the beams one by one.

The reactors for each of the six barriers lie at the ends of rooms or series of rooms wherein you must solve puzzles to access the power source. Then you must fire a Light Arrow into the heart of the power source and interrupt it so the appropriate Sage can dispel the barrier.

It's best to tackle each room in order, starting with the Spirit Room to your left and working counterclockwise around the main chamber. But you can visit each room in any order, as long as you get the Golden Gauntlets from the Shadow Room before attempting the Fire and Light rooms. You need these superpowerful gauntlets to move crystal-shaped rocks in each area.

The following tips will help you get through the puzzles.

Spirit Room

- Look above the Beamos for a way to get the fifth Rupee.

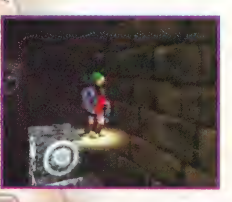
- Use a Charged Spin Attack on the first Crystal Switch and the Bombchu on the second.

- Fire Arrows will help shed light in a dark room.

- Watch out for Wallmasters when a Sun burns up.

Forest Room

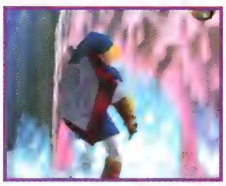
- Shoot above the door.



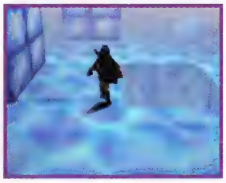
- Use your Hover Boots sparingly.

- Play the "Song of Time."

Water Room

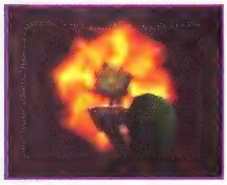


- Blue Fire melts ice.
- Choose the block of ice farthest from the hole.

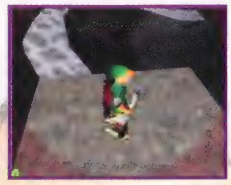


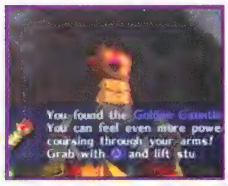
- Leaving the room resets the puzzle and the timer.

Shadow Room



- There are torches on either side of the room.
- Use the Lens of Truth to help find the path.





- Get the Golden Gauntlets here.

Fire Room

- The main pathway will sink.
- Try lifting large objects.

- Longshot to the end.

Light Room

- The entrance is hidden.
- Watch out for trapped chests!

- Play the Ocarina to reveal things.

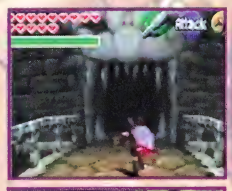
Inside Ganon's Castle: Part Two (The Inner Tower)

After you dispel the barriers around the Castle core, you're free to enter at will. Although it's by no means necessary, consider paying a visit to the last Great Fairy's Fountain just outside before taking on Ganondorf. With your Golden Gauntlets, you'll have no problem lifting the black, crystal-shaped rock blocking the way.

The final Great Fairy's Fountain lies right where you remember it from childhood. The only difference is the size of the rock blocking the entrance. Use the Golden Gauntlets to lift the huge chunk of granite and heave it aside. Once it's gone, the entrance to the cave is plain as day.

Inside, the Great Fairy presents you with the last of their gifts—an increase in your defensive strength. This manifests as a white shell around the Hearts in your Health Meter, halving the attack damage you sustain. Not a bad final present from the Great Fairies!

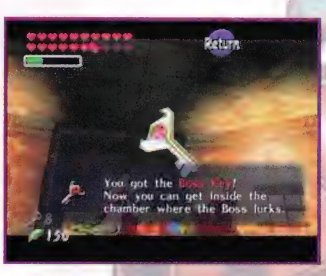
In the inner tower of Ganon's Castle, you must battle foes on each floor as you ascend to confront the man himself. If the Medallion rooms in the outer part of the Castle stressed your thinking skills, this part challenges your battle techniques. On each floor, you'll find a room with a different monster. As you'd expect, the door will close behind you and the exit won't unbar until you defeat all the monsters in the room.



Off the entrance to Ganondorf's inner sanctum lies a winding staircase. Fire Keese inhabit this room and the stairs to the first chamber. You can take the time to shoot them down, or run past them up the stairs.

The first chamber contains Dinolfos, advanced cousins of the Lizalfos from earlier in the game. The two dino fighters here are agile, but with Z Targeting and good timing, you should defeat them easily. As with all the monsters you'll fight here, you must remember to strike when their guard is down, and before they can strike you.

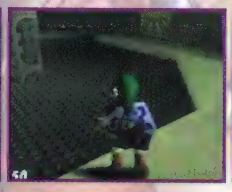
The second chamber holds two Stalfos. Again, take on each separately and strike when its back is to you or its shield is down. When you're through, the fire around the Boss Key in the middle of the room recedes.



The chest holds the game's last Boss Key. In your haste to finish this part of the dungeon, don't overlook this chest!

In the third chamber, two Iron Knuckles await you, one light and one dark. Color makes no difference—they're both extremely hard to defeat. Activate one at a time, taking care not to nudge the other into animation accidentally. Draw one out and defeat it by striking from behind or getting beneath its guard.

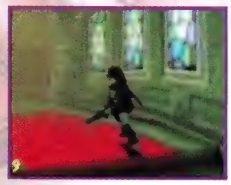
Be careful! Even with your increased defensive power, getting hit squarely with one of their ax swipes hurts badly and takes a big chunk out of your Health Meter. Use Nayru's Love to protect yourself as you attack!



The next floor, unlocked with the Boss Key, is ominously empty. A single tower rises in the middle. Grooves indicate you can climb the sides of the tower, but there appears to be nothing up top but ceiling. Around its base are two collections of clay pots—reinforcements for a battle, but where is it? Where is Ganondorf!?

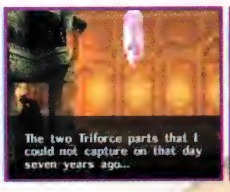
TIP

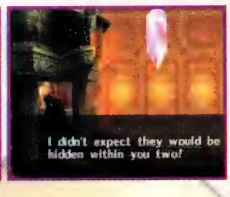
DON'T BOTHER TO BREAK THE JARS. THEY COME INTO PLAY LATER ON AND IT WOULD BE A SHAME TO EMPTY THEM UNNECESSARILY.



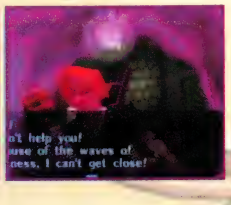
Exit by the door near the pit gates and follow the blood-red carpet to the top of the Castle. As near the door to Ganondorf's suite, the hallway takes on an unearthly brilliance.

As you enter Ganondorf's chamber, your eyes are drawn to the crystal hanging above Ganondorf's organ. It's Zelda—safe and sound, but trapped. As the three pieces of the Triforce sense each other's presence, they begin to glow, and your Health Meter refills automatically.





As Ganondorf plays, he speaks about this unexpected gathering of Triforce pieces. He stands and turns to you, demanding the return of the other two pieces.



Ganondorf then lures you into battle, one in which Navi can't participate due to the forces of darkness around you and Ganondorf. You're on your own, with no Z Targeting or helpful advice!

Great King of Evil: Ganondorf

If you remember how you fought and beat Phantom Ganon, you'll have a head start on this battle. The same strategy of repelling his fireball attacks with the Master Sword applies, but the stakes are much higher.

At the battle's start, the two of you stand at the center of a small tower. Ganondorf's first attack is an Earthquake Punch to the tower deck that knocks you off your feet and sends the first row of blocks around the tower crashing to the floor. Before he does this, run immediately toward one of the Arena's four corners.

Do not remain on that center platform for any length of time.

The reason is simple. If you look around you'll see four stable platforms at each corner and the perimeter, each surrounded by two rows of boxes. With every Earthquake Punch, more boxes fall to the ground, hampering your movement. The third row of boxes completely surrounding the tower section can't be saved, but it's possible to complete the battle with all the others intact.

As in the battle with Phantom Ganon, the object here is to hit Ganondorf with his own fireball. This is more difficult than it looks, however, because you must bat the same fireball back many times before you get a hit.

When you do hit him with his own fireball, Ganondorf hangs stunned in the air for a few seconds. At this time, you must equip your Light Arrows and shoot him with one. If you wait too long, or miss, Ganondorf will knock the offending arrow away, and the battle will resume.

Tip

Enter Ganondorf's inner castle fully equipped with all the potions and fairies you might need. Once you enter Ganondorf's Chamber, there's no turning back (unless you want to fight the whole battle over again). If you have the money, purchase Granny's Ultimate Blue Potion. This brew is guaranteed to fully heal both Health and Magic meters!

Succeed, and Ganondorf will fall to the central tower and lie motionless for a few more seconds. You must jump to the center platform as he falls and attack with the Master Sword (or Biggoron's Sword, if you managed to get it) while he's unable to react. Don't stay too long. It's better to give up one sword hit than to risk another Earthquake Punch.

Once you get the battle's rhythm down, things go pretty easily, as long as you don't lose too many blocks around the tower perimeter. If you do, consider restarting. Also, keep an eye on your Magic Meter—Light Arrows use 6 MP per shot. If you're missing a lot, you'll empty that meter quickly. Having plenty of Magic or Ultimate Blue Potions on hand is also important. Once you've run out of Magic Power for good, forfeit is inevitable.

After you've shot him down about five times and delivered some really good blows, Ganondorf starts to look ragged, and introduces a new attack. Drawing on the powers of darkness, he amasses a great ball of energy and sends out around six homing beams at you.

You can respond in one of two ways. You can wait in one of the four corners until he's aimed and released the attack, and then make a run for another corner. Just hope a beam doesn't hit you or knock out one of the floating blocks. Done well, this is a great way to dodge the attack, but if your timing is off, you can cause a lot of damage to your platform.

The other way is to hit him with a Light Arrow while he's distracted casting the spell. This knocks him down and stops the spell at the same time. You may even deflect a few beams back at Ganon this way, and if you hit him with one, all the better!

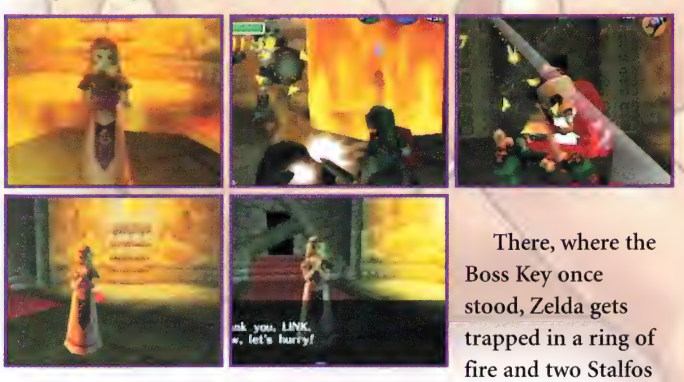
When he starts relying on this attack, you know you have about two more rounds of shooting him down before the fight ends. When it does, Ganondorf expresses amazement, and the power of his anger sends the top of the Castle crashing down around you.

The Escape

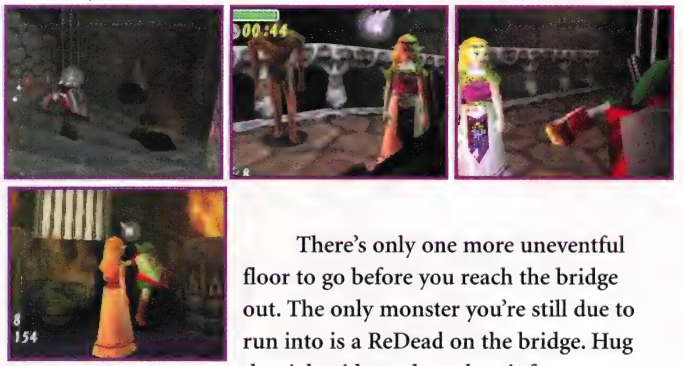
When the dust clears, Ganondorf falls dead and Princess Zelda is released from captivity. But before you can rejoice, another quake rattles the Castle. Ganondorf has found a way to harass you from the dead, and now you must follow Zelda out before it's too late.

You have three minutes to make it out of the Castle before it collapses, taking you with it. And, yes, you must follow Zelda. Running ahead only frightens her and slows you down. If you stay with her, she'll recover more quickly and stay on target. You need Zelda—she's the only one who can open the barred passageways between you and safety.

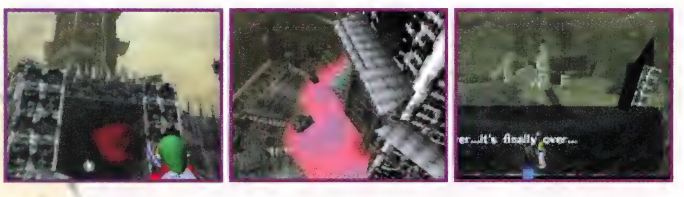
For the most part, this escape is pretty easy. Follow Zelda's path as you both wind your way around the outside of the dungeon's inner core. You'll run through the rooms where you fought Ganondorf's beasts and only have to dodge falling debris—until you reach the Stalfos room.



There, where the Boss Key once stood, Zelda gets trapped in a ring of fire and two Stalfos jump out of nowhere. Defeat them quickly or they'll regenerate and your time will run out! When both are dead, Princess Zelda is released from the trap. In gratitude, she presents you with many Recovery Hearts.



There's only one more uneventful floor to go before you reach the bridge out. The only monster you're still due to run into is a ReDead on the bridge. Hug the right side so that when it freezes you with its glare, the paralysis will wear off before it can grab you. Run on by, and help Zelda out the final corridor into the night air.



The Castle collapses—and not on top of you, because you escaped in time. (If you hadn't, the game would have reset you at the top, with the ticking three-minute timer.) Breathe a sigh of relief, because everything seems still—for the moment!

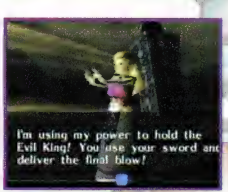
Ganon

But it's not over! Ganon rises from the rubble. Using the Triforce of Power, he turns himself into a hideous, gigantic monster. He surrounds the battle arena with energy, locking Princess Zelda and her interfering magic out, and knocking the Master Sword from your hands. This is shaping up to be some fight!

With Navi at your side and the Megaton Hammer in your hands (you also can use the Biggoron's Sword), it's time to put this beast finally to rest. Like the other battles, this one has two phases. First, you must beat on Ganon's tail until he falters and lowers the flames briefly. It takes five or six solid hits before he collapses. For this part he'll move slowly, and you'll find it easy to slip beneath his guard and between his legs to his sensitive tail area. You can Z Target with Navi or aim yourself.

When that happens, run to the Princess and reclaim your sword. Zelda says you should fight the rest of the battle with the sacred Master Sword. Once it's back in your hands, run back into the Arena, where Ganon has caught his second wind.

The battle's second phase is more complicated. Ganon seems quicker and more agile than before, resisting your attempts to slip behind him to his vulnerable tail. Now you must recharge your Light Arrows and use them again to stun him. Z Target his head and shoot whenever you can get clear of his flashing blades. When he's frozen in place, run around and stab his tail with the Master Sword. Nine hits later, and you'll have him on his knees.



As Ganon falters, Zelda summons all her magic reserves and pins him in place. You must deliver the final blow with the legendary Master Sword.

The energy from Zelda's magic charges the Master Sword. As you press the B Button, Link slashes at Ganon's limp body. He tries to rise, but Zelda calls upon the Six Sages to combine their power and banish him forever.

What happens next? If you've made it this far, you'll soon know. Sit back and watch the end cinema. After all your hard work, you deserve a nice relaxing movie!

Appendix A

Heart Containers, Piece by Piece

Next to the big "dungeon" weapons, the most important items to find are the Pieces of Heart Containers scattered throughout the land. Some you'll find sitting in the open. Others will require you to perform certain tasks or win minigames to claim them. Find four pieces and you'll have a new Heart Container to add to the line at the top of the screen.

There are 36 Pieces of Heart to collect in the *The Legend of Zelda: Ocarina of Time*, and if you can't spot some, this guide will help you out. Remember, you win a full Heart Container at the end of each Boss Battle. Don't overlook them in your haste to put another dungeon behind you!

Pieces of Heart

Geographic Location	Specifics
Death Mountain Crater	Hidden niche in the wall. (You must climb down the wall to see it.)
Death Mountain Crater	In plain sight at the top of the left ash cone.
Death Mountain Trail	Above the entrance to the Dodongo's Cavern.
Desert Colossus	Outside, on the top of the arch before the temple entrance.
Gerudo Valley	In a niche behind the main waterfall. Swim behind the fall and you'll see a ladder.
Gerudo Valley	In a crate on the ledges over the River. (Longshot over and break the box.)
Gerudo's Fortress	Prize in the Horseback Archery Contest.
Gerudo's Fortress	In a chest on the highest roof of the Thieves' Hideout.
Goron City	Light the torches and throw bombs in the spinning vase.
Graveyard	Beat Dampe's ghost in a minute or less.
Graveyard	Prize in the Heart-Pounding Gravedigging Tour.
Graveyard	In a crate on a shelf above the Magic Bean Leaf.
Graveyard	Play the "Sun's Song" in the unmarked grave with the single ReDead.
Hyrule Castle/Market	Prize in the Bombchu Game.
Hyrule Castle/Market	Find the Pooch Lady's dog roaming around the Market at night.
Hyrule Castle/Market	Prize in the Treasure Box game.
Hyrule Field	Open the hidden hole between the four fences in front of Lake Hylia and buy it for 10 Rupees.
Hyrule Field	Deep in the pond in a hidden hole near a tree between Gerudo Valley and Hyrule Castle.
Ice Cavern	Frozen in red ice in a room in the Ice Cavern.
Kakariko Village	Reward from a member of the Skulltula family after you collect 50 Gold Skulltula Tokens.
Kakariko Village	In the cow's stall.
Kakariko Village	On a ledge in the Windmill.
Kakariko Village	Talk to the guy at the top of Granny's Potion Shop.
Lake Hylia	Reward from the scientist when you dive to the bottom of his Lab with the Gold Scale.
Lake Hylia	Reward for catching a 10-pounder in the Fishing Game.
Lake Hylia	On the balcony at the very top of the Lakeside Laboratory.
Lon Lon Ranch	Move the boxes in the Storage Shed to find a tunnel and a small room.
Lost Woods	Play "Saria's Song" to the single Skull Kid.
Lost Woods	Prize in the jam session with the two Skull Kids.
Zora's Domain	Light the four torches and check behind the waterfall.
Zora's Fountain	On a lone iceberg.
Zora's Fountain	On the bottom of the lake.
Zora's River	Win the Bug-Catching Game once you've made the frogs big with your songs.
Zora's River	On a lofty platform in the central section of the river.
Zora's River	Use the chicken to float to this platform near the waterfall.
Zora's River	Play the "Song of Storms" to the Frog Chorus.

Requirements
Child and Adult (preferably Adult with Goron Tunic)
Adult, Magic Bean Leaf
Adult, Magic Bean Leaf
Adult, Magic Bean Leaf
Child or Adult (with the Magic Bean Leaf)
Adult, Longshot (Child, chicken)
Adult, Epona
Adult, Hookshot
Child, Bombs
Adult, Longshot
Child
Adult, Magic Bean Leaf
Child and Adult
Child
Child, Night only
Child, Lens of Truth
Child and Adult, Stone of Agony
Adult, Iron Boots or Gold Scale
Adult, Bottle of Blue Fire
Child and Adult, 50 Skulltulas
Child and Adult
Child and Adult
Adult, Longshot
Adult, Gold Scale
Child
Adult, Magic Bean Leaf
Child
Child, Ocarina, Saria's Song
Child, Ocarina
Child, Deku Stick
Adult
Adult, Iron Boots and Zora Tunic
Child, the six "gray note" songs
Child and Adult
Child, Chicken
Child, the "Song of Storms"

Complete Heart Containers

Location of Heart Containers (Full)	Requirements
• Great Deku Tree	Beat Gohma
• Dodongo's Cavern	Beat King Dodongo
• Jabu-Jabu's Belly	Beat Barinade
• Forest Temple	Beat Phantom Ganon
• Fire Temple	Beat Volvagia
• Water Temple	Beat Morpha
Shadow Temple	Beat Bongo Bongo
Spirit Temple	Beat Twinrova

Appendix B

The Complete Guide to Gold Skulltula Tokens

One hundred of these valuable gold arachnids scuttle around the kingdom of Hyrule. Some dangle in plain sight, while others require a crafty mind and excellent marksmanship to add them to your collection.

Why Collect Gold Skulltulas?

Sometimes it seems like fulfilling the request of a Skulltula–family member hanging in the middle of the Skulltula House in Kakariko Village is too much to ask, given your duties as Hero of Time. However, for every 10 Skulltula Tokens you collect, one Skulltula Kid is released from the curse plaguing the whole family, freeing him to give you a valuable gift. How valuable are these gifts? You be the judge.

Number of Skulltula Tokens Collected	Prize
10 Skulltula Tokens	Adult's Wallet (Holds 200 Rupees)
20 Skulltula Tokens	Stone of Agony
30 Skulltula Tokens	Giant's Wallet (Holds 500 Rupees)
40 Skulltula Tokens	Bombchu
50 Skulltula Tokens	Piece of Heart
100 Skulltula Tokens	Huge Rupee

How to Find Those Golden Spiders

The Skulltula Guy gives you some basic tips. To begin with, Gold Skulltulas appear only during nighttime hours, or in dark places, such as dungeons or secret holes. They have a fondness for dirt patches, kind of like your Magic Beans. When hunting down these elusive creatures, keep the following in mind:

- Certain Skulltulas appear only while Link is a child; others can be found and captured only by adult Link. Some appear regardless of Link's age. Make sure Link checks every area thoroughly at either age.

- Skulltulas like dirt patches—namely, the patches the child Link can use his Magic Beans on. There are 10 of these; nine are home to the golden arachnids. Unfortunately, you must force them to the surface of the dirt patch. A bottle of bugs should do the trick.

- Skulltulas also like to hide in trees, deep in the foliage, where you can't see them. To knock them free, you must roll into the trunk itself.

- As a child, Link can kill Skulltulas within Slingshot range. However, he must use the Boomerang to retrieve some of the out-of-reach Tokens they leave behind. Adult Link can use his Hookshot or Longshot to both kill and collect.

- Crates provide the kind of dark, damp environment Gold Skulltulas love!

THE LIST

GEOGRAPHICAL LOCATION	SPECIFICS	REQUIREMENTS
Bottom of Well	Cell with Like Like	Child
Bottom of Well	Room with false floor	Child
Bottom of Well	Room with Deku Baba	Child
Death Mountain Crater	Inside entrance in crate	Child
Death Mountain Crater	Dirt Patch, next to warp point	Child, Bottle of Bugs
Death Mountain Trail	Dirt Patch before Dodongo's Cavern	Child, Bottle of Bugs
Death Mountain Trail	Pound rock outside Goron City (above Dodongo's Cavern)	Adult, Hammer
Death Mountain Trail	Bomb false wall to first cave	Child or Adult, Bombs
Death Mountain Trail	Falling Rock area (last rock before wall climb)	Adult, Hammer
Deku Tree	Compass Room	Child, Slingshot
Deku Tree	Basement (wall)	Child, Slingshot
Deku Tree	Basement (grate)	Child, Slingshot
Deku Tree	Bomb false wall with Gohma Larva	Child, Bombs, Boomerang
Desert Colossus	Dirt Patch	Child, Bottle of Bugs
Desert Colossus	Palm tree near dry pond	Adult, Hookshot
Desert Colossus	Take leaf to top of dunes	Adult, Magic Bean Leaf
Dodongo's Cavern	Alcove above raised stairs	Child-Boomerang, Adult, Hookshot
Dodongo's Cavern	Baby Dodongo Room (bomb false wall)	Child
Dodongo's Cavern	Baby Dodongo Room (hidden ledge)	Adult, "Scarecrow's Song," Hookshot
Dodongo's Cavern	Bomb false wall in northernmost room on Floor 1	Child, Bombs
Dodongo's Cavern	Behind Armos	Child
Fire Temple	Like Like Room 1	Adult
Fire Temple	Like Like Room 2	Adult
Fire Temple	Bomb false wall in Boulder Maze	Adult, Bombs
Fire Temple	East Tower	Adult, "Scarecrow's Song," Hookshot
Fire Temple	East Tower	Adult, "Scarecrow's Song," Hookshot
Forest Temple	Treasure Room, in basement	Adult
Forest Temple	Entrance to Forest Temple, on wall	Adult, Hookshot
Forest Temple	Wall of left Inner Courtyard	Adult, Hookshot
Forest Temple	Wall of right Inner Courtyard	Adult, Hookshot
Forest Temple	Main Hall, on wall near door to north room	Adult, Hookshot
Ganon's Castle	Outside, back of brick arch	Adult, Hookshot
Gerudo Valley	Outer wall (right of log bridge)	Child, Boomerang
Gerudo Valley	Under stone arch	Adult, Hookshot
Gerudo Valley	Dirt Patch on lower ledge	Child, Bottle of Bugs
Gerudo Valley	(Behind Carpenters' Tent)	Adult, Hookshot
Gerudo's Fortress	Outer wall (center of east side)	Adult, Hookshot
Gerudo's Fortress	Horseback Archery	Adult, Hookshot
Goron City	Boulder room inside crate	Child, Bombs
Goron City	Behind stone on center platform	Adult, Hookshot
Graveyard	Dirt Patch	Child, Bottle of Bugs
Graveyard	Outer wall	Child, Boomerang
Haunted Wasteland	In basement of stone house in middle of desert	Adult
Hyrule Castle	Roll into tree near entrance (outside gate)	Child
Hyrule Castle	In Hidden Hole near tree outside Castle	Child, Bombs, Boomerang, Song of Storms
Hyrule Castle/Market	In crate in Main Gate guard's room	Child
Hyrule Field	Hidden Hole in rock ring outside Gerudo Valley	Child, Bombs, Boomerang, Din's Fire, Adult Hammer, Hookshot, Din's Fire or Fire Arrows
Hyrule Field	Hidden Hole near tree outside Kakariko Village	Child, Bombs, Boomerang, Adult Hookshot, Bombs or Hammer
Ice Cavern	In Blue Ice room, near Piece of Heart	Adult, Hookshot
Ice Cavern	On wall in Ice Block room	Adult, Hookshot

Geographical Location	Specifics	Requirements
Ice Cavern	Room with Ice Scythe	Adult, Hookshot
Inside Jabu-Jabu's Belly	Basement wall	Child, Boomerang
Inside Jabu-Jabu's Belly	Basement wall, near Bigocto's room	Child, Boomerang
Inside Jabu-Jabu's Belly	On "rough" wall in room before Boss Arena	Child, Slingshot
Inside Jabu-Jabu's Belly	Child, Boomerang	Child, Boomerang
Kakariko Village	Top of Impa's House	Adult, Hookshot
Kakariko Village	Roll into tree near entrance	Child
Kakariko Village	Side of Graveyard Kid's House	Child
Kakariko Village	Side of House of Skulltula	Child
Kakariko Village	Stack of bricks at Unfinished Building	Child
Kakariko Village	Watchtower	Child, Slingshot
Kokiri Forest	Dirt Patch near shop	Child, Bottle of Bugs
Kokiri Forest	Back of Know-It-All Brothers' House	Child
Kokiri Forest	Back of Twins' House	Adult, Hookshot
Lake Hylia	Top of dead tree, above water temple	Adult, Longshot
Lake Hylia	Dirt patch outside of Lab	Child, Bottle of Bugs
Lake Hylia	Break crate at bottom of Lakeside Laboratory pool	Adult, Iron Boots
Lake Hylia	Back of Lakeside Laboratory	Child, Boomerang
Lake Hylia	Platform with "goalposts"	Child
Lon Lon Ranch	Roll into tree inside gate	Child
Lon Lon Ranch	Back of corral shed	Child
Lon Lon Ranch	Outer wall (northwest of storage shed)	Child, Boomerang
Lon Lon Ranch	Second-story window of house	Child, Boomerang
Lost Woods	Dirt Patch (northwest of Zora Shortcut)	Child, Bottle of Bugs
Lost Woods	Dirt Patch south of single Skull Kid	Child, Bottle of Bugs
Lost Woods	Room northwest of Zora Shortcut	Adult, Magic Bean Leaf
Sacred Forest Meadow	Outer wall	Adult, Hookshot
Shadow Temple	Room on B3 with stealth scythes and key	Adult
Shadow Temple	Room with "stone umbrella"	Adult
Shadow Temple	Blow up vase room	Adult
Shadow Temple	In caged area near Ferryboat	Adult, "Scarecrow's Song," Longshot
Shadow Temple	Room with three skull vases	Adult
Spirit Temple	Room with bats and gate	Child, Slingshot
Spirit Temple	On "rough" wall	Child
Spirit Temple	Wall of Main Chamber	Adult, "Scarecrow's Song," Longshot
Spirit Temple	Hallway leading to first Sub-Boss	Child, Boomerang
Spirit Temple	Boulder Room (move with "Song of Time")	Adult
Water Temple	In hidden area off Boulder Room, near Boss Key	Adult, Longshot
Water Temple	Spin attack to hit switch in basement cell	Adult, Charged Spin Attack
Water Temple	On wall of Cascading Falls room	Adult, Longshot
Water Temple	On wall of whirlpool-laden stream	Adult, Longshot
Water Temple	Top of center tower	Adult, Longshot
Zora's Domain	Top of frozen waterfall	Adult, Hookshot
Zora's Fountain	Outer wall, west of fallen log	Child, Boomerang
Zora's Fountain	Roll into tree in southwest corner	Child
Zora's Fountain	Secret cave beneath boulder in front of hidden Great Fairy's Fountain	Adult, Silver Gauntlets
Zora's River	Outer wall, south-center, up high	Adult, Hookshot
Zora's River	Outer wall, before entrance to Zora's Domain	Adult, Hookshot
Zora's River	Roll into tree at entrance	Child
Zora's River	On ladder near waterfall	Child, Slingshot

APPENDIX C

THE COMPLETE LIST OF ITEMS

Don't let the shops fool you! You'll receive most of the equipment and ammo you need as gifts. You may also stumble on it in dungeons, or collect it by cutting grass patches or breaking rocks. Rarely will you need to buy anything, so save your money for things that really matter (such as those minigames!).

MAIN ARMOR AND WEAPONS

CLOTHES

NAME	COST	LOCATION	DESCRIPTION
Kokiri Tunic	—	Standard Clothes	Default clothing; never wears out or needs replacing!
Goron Tunic	200 R	Given to you by Darunia's son to enter Fire Temple	Allows adult Link to spend time in hot, volcanic regions.
Zora Tunic	300 R	Given by King Zora after you free him with Blue Fire	Allows adult Link to swim underwater without running out of breath.

SWORDS

NAME	COST	LOCATION	DESCRIPTION
Kokiri Sword	—	On loan from Hole of Z in Kokiri Forest	Link's default sword as a child.
Master Sword	—	Found in Temple of Time	Link's default sword as an adult. Allows him to travel through time.
Giant's Knife	200 R	Bought from Medigoron in Goron City; very fragile	Two-handed sword that looks as if it could deal serious damage.
Biggoron's Sword	—	After extended trading sequence, Biggoron at the top of Death Mountain makes this for you.	Two-handed sword, far more durable than Giant's Knife, does twice the damage of Master Sword.

SHIELDS

NAME	COST	LOCATION	DESCRIPTION
Deku Shield	40 R	Buy in Kokiri Forest, found in numerous dungeons	Wooden shield, breaks and burns easily. For children and Kokiri only.
Hylian Shield	60–80 R	Buy in Bazaar (Market or Kakariko Village) or find in the Graveyard.	Adult-sized iron shield; Link can equip this as a child.
Mirror Shield	—	Found in Spirit Temple	Reflects light and magic spells: for adult use only!

BOOTS

NAME	COST	LOCATION	DESCRIPTION
Kokiri Boots	—	Standard Boots	One-size-fits-all, Link's default shoes.
Iron Boots	—	Found in Ice Cavern	So heavy, Link can't run while wearing them. Makes him sink to the bottom of any body of water.
Hover Boots	—	Found in Shadow Temple	Winged boots that allow Link to float briefly in air.

C Button Items

Weapons

Name	Age	Location	Description
Boomerang	Child	Big Treasure in Jabu-Jabu's Belly	Great against electrical monsters. Allows you to retrieve distant items.
Fairy Bow	Adult	Big Treasure in Forest Temple	Adult-sized replacement for Slingshot. Uses arrows of various types.
Fairy Slingshot	Child	Big Treasure in Great Deku Tree	Shoots Deku Seeds.
Hookshot	Adult	Big Treasure in Graveyard (Dampe's Crypt)	Allows you to reach distant places, like a grappling hook. Also draws distant items close to you.
Longshot	Adult	Big Treasure in Water Temple	Extended version of Hookshot.
Megaton Hammer	Adult	Big Treasure in Fire Temple	Breaks rocks and other "unbreakables," such as rusted switches.

Miscellaneous Items

Name	Cost	Prerequisites	Description
Deku Nuts	5 for 15 R	None	Natural stun grenades
Deku Stick	20 R	None (must be Child to use)	A long stick that can be used as a weapon, or, more commonly, a torch. Two upgrades are available in the Lost Woods.
Bombs	Varies	Bomb Bag from Dodongo Forest	Portable explosives
Bombchu	Varies	None	Moving bombs; place them and they'll run until they hit something or explode naturally.
Magic Bean	Varies	None (must be Child to use)	After time, these beans grow into large floating leaves. Look for their special dirt beds.

Potions, and So On

Name	Cost	Description
Blue Fire	300 R	Cold fire that can melt objects frozen in red ice.
Bottle Bug	50 R	Turquoise-colored bugs that burrow in dirt and scare Gold Skulltulas to surface.
Fairy's Spirit	50 R	Companion Fairy that heals and resurrects.
Fish	200 R	Offering to Jabu-Jabu.
Green Potion	30 R	One dose replenishes Link's Magic Meter completely.
Poe	30 R	Hazardous to your health; sell them to the Poe dealer.
Red Potion	30 R	Recovers all Heart Containers.
Blue Potion	100 R	Recovers both hearts and magic.

Special Items

Name	Location	Description
Fairy Ocarina	Received from Saria upon leaving Kokiri Forest	Use to play songs.
Ocarina of Time	Received from Zelda when you collect the three Spiritual Stones	Use to play songs. Play "Song of Time" to open Door of Time.
Lens of Truth	Found in Well in Kakariko Village by Child Link.	Makes invisible things visible. Uses up Magic Power.
Mask of Truth	Received when you sell the four Masks	Use to talk to Gossip Stones (must be Child to use).
Stone of Agony	Received when you kill 20 Gold Skulltulas	Using Rumble Pak, this vibrates when Hidden Holes are nearby.
(Empty) Bottle	Lon Lon Ranch/Kakariko Village/Lake Hylia/ Hyrule Market	Use to capture Bugs, Poe, Fish, or Fairies. Also good for carrying potions.
Gerudo's Membership Card	Gerudo Fortress, after freeing the four carpenters	Allows you to pass freely through Gerudo Valley and Thieves' Hideout.
Fire Arrows	Lake Hylia (shoot the morning sun from the plaque)	Charges up your bow with fire-powered arrows. Can light torches (2 MP per use).
Ice Arrows	Complete the Gerudo Training Ground Challenge	Charges up your bow with ice-powered arrows (2 MP per use).
Light Arrows	Gift from Princess Zelda	Charges up your bow with light-powered arrows. Use to defeat Ganondorf (4 MP per use).

Magic Spells

Name	Location	Description
Din's Fire	Great Fairy Fountain at Hyrule Castle	Allows you to cast a dome of fire. Good in combat or to burn things up/light many torches (6 MP per use).
Farore's Wind	Great Fairy Fountain at Zora's Fountain	Allows you to create warp points in dungeons and warp to them (6 MP per use).
Nayru's Love	Great Fairy Fountain at Desert Colossus	Envelopes you in protective shield. Great against Iron Knuckles! (12 MP per use.)

Other Equipment

Name	Location	Description
Deku Seed Bag	Great Deku Tree (accompanies Slingshot)	Allows you to carry Deku Seed bullets for your Slingshot. Two upgrades are available, in Lost Woods and at Shooting Gallery game.
Quiver	Forest Temple (accompanies Fairy Bow)	Allows you to carry Arrows. Two upgrades are available at the Kakariko Archery game and the Horseback Archery Range.
Bomb Bag	Dondongo's Cavern (filled with Bombs)	Allows you to use and carry bombs. Two upgrades are available, at Market Bombchu Bowling game and in Goron City.
Goron's Bracelet	Goron City	Allows Link to pick up Bomb Flowers.
Silver Scale	Zora's Domain	Allows Link to dive deeper.
Silver Gauntlets	Spirit Temple	Allows Link to lift heavier objects.
Golden Gauntlets	Ganon's Castle (Shadow Room)	Allows Link to lift all objects in game.
Gold Scale	Fishing Game (20-pounder!)	Allows Link to dive to deepest depths.

Appendix D

Where to Find a Good Fairy When You Need One

As you travel the Kingdom of Hyrule, you'll find caves housing both Great Fairies and everyday Fairies. Both are helpful, even necessary, to your quest, so pay attention to any hints or signs that might lead you to one.

Great Fairy Fountains

Great Fairies have five locations (one is repeated) for healing and to receive blessings. They present gifts in the form of new attacks, magic spells, and even upgrades to your existing magic and defense power. When you enter their shrines, be sure to play the royal tune, "Zelda's Lullaby," when you reach the seal of the Triforce. After receiving their gifts, you may return as often as you like for a free complete healing.

Great Fairy Fountain 1

Located at the top of Death Mountain behind a wall of stone, the Fairy dwelling here will give you the ability to perform a Charged Spin Attack with your sword. This uses up Magic Power, so keep an eye on your Magic Meter. You must have the Bomb Bag to access this fountain.

Great Fairy Fountain 2

Once you have a Bomb Bag, you also can blow away the rock that covers the entrance to this fountain, at the dead end on the road to Hyrule Castle. The Fairy here gives Link the crystal holding the power of Din's Fire. Use this fire attack on susceptible enemies, or when you must light torches as an adult.

Great Fairy Fountain 3

In the area called Zora's Fountain, you'll find a small patch of land to the right of the entrance where boulders line the wall. Set a bomb near any boulder and the entire wall will crumble, revealing a large tunnel. The Fairy here will give you the Farore's Wind crystal. This spell, which works only in dungeons, allows you to construct, use, and dispel warp points.

Great Fairy Fountain 4

With the Megaton Hammer you can break the boulders blocking the entrance to this fountain, buried deep in the Death Mountain Crater. The Fairy here doubles the capacity of your Magic Meter, allowing you to cast more magic. Make sure you do this before you acquire the Lens of Truth!

Great Fairy Fountain 5

A small crack in the walls around the Desert Colossus is your hint to this fountain's location. The Fairy inside gives you the last magic crystal, Nayru's Love. Its magic envelopes you in a protective bubble.

Great Fairy Fountain 6

With the help of the Golden Gauntlets, you can move the huge rock blocking the entrance to the game's final Great Fairy Fountain. As a child, Link received Din's Fire here, but as an adult he receives a boost to his defense power that halves the damage he takes from enemy attacks.

Fairy's Fountains

As you travel, you'll find small holes or caverns that lead to havens of health and welfare, populated with glowing Fairy spirits. You can just wallow in their healing touch, or use your visits to fill your bottles with healing and resurrecting power. Here's how to find them.

Sacred Forest Meadow

At the end of the hedge maze, before you climb the stairs into the Forest Temple, you'll find a ladder to the top of the hedges. If you're not careful, you'll fall into the little square in front of you—where an exposed hole leads straight to a Fairy's Fountain.

Graveyard

In the first row of tombstones, one is marked with brightly colored plants. Pull the tombstone back to find a small room with a chest and a suspicious-looking wall. Bomb the wall and enter the rosy glow of a Fairy's Fountain.

Hyrule Field

On the west side of the Castle ramparts you'll find a soothing brook and a small island guarded (when Link is a child) by a Peahat. Bomb the sole boulder to uncover a Hidden Hole.

Zora's River

In the middle stage of the river, there's a lofty platform. Climb the ladder in the back (as a child, you must use the chicken to float there), and at the top you'll find a mysterious ring of rocks. Bomb the center and a hole will open.

Gerudo's Fortress

If you have the Stone of Agony when the Gerudo Thieves imprison you as an adult, you won't miss the telltale signs of this Hidden Hole when you enter the courtyard in the middle of their hideout.

Desert Colossus

Navi will go green with excitement when you come across this dried-up Oasis. Play the "Song of Storms" as you stand on the nearby slab and the pond will fill with water—and Fairies. It's a make-your-own Fairy's Fountain!

Appendix E

Where to Plant Those Magic Beans

As a child, Link encounters a man selling Magic Beans. You can buy them inexpensively at first, but watch out! Each one you buy increases the next one's price by 10 Rupees. You'll need 10 of these special beans, so save your Rupees! Unlike most items in the Kingdom of Hyrule, you won't find these just lying around.

There are 10 specific areas where you can plant your Magic Beans, marked by a light dirt area with a pre-dug hole. You can see these beanbeds only when Link is a child, so make sure you visit every location in the game as both adult *and* child—even those that might be dangerous to a young boy.

Return to the beanbed as an adult, and you'll find a leaf large enough for Link to stand and ride on! These leaves will carry Link around the immediate area, to previously unreachable places or providing shortcuts. You won't be disappointed.

Magic Bean Bed Locations

Hole 1: Kokiri Forest

The game's first hole lies right next to the shop where you'll buy your first Deku Shield. When this bean is fully mature, it takes adult Link on a ride around Kokiri Forest and gives him access to a shelf of Rupees just above the leaf itself.

Hole 2: Lost Woods I

Follow the tunnels west and south, past the field with the single Skull Kid, and you'll find the next beanbed. The leaf that grows here takes Link from one side of the area to the other, providing a shortcut to the bridge to Hyrule Field. It's great for cutting seconds off a forest mushroom run for Granny in Kakariko Village.

Hole 3: Lost Woods II

In the field southwest of the entrance to the Sacred Forest Meadow, you'll find a beanbed guarded by two enterprising Business Scrubs. As an adult, Link can take this leaf on a nighttime journey to the ledge above, where he'll find a cleverly hidden Gold Skulltula.

Hole 4: Kakariko Graveyard

Next to the leftmost row of graves, a beanbed lies below a suspicious ledge. As an adult, Link can use the leaf platform to reach the ledge, which holds a Piece of Heart in a wooden crate.

Hole 5: Dodongo's Cavern

Blast the boulder blocking the entrance to this dungeon and you'll find a beanbed just inside the entrance. The leaf that grows there will take Link almost to the top of Death Mountain. On the way he can nab the Piece of Heart in the niche above the cave entrance.

Hole 6: Zora's River

You'll find this Dirt Patch right next to the Magic Bean seller. Adult Link will find a leaf that will take him to the bridge near the entrance to Zora's Domain. He can also use this leaf to grab the Piece of Heart on the platform in the middle area of the river.

Hole 7: Lake Hylia

This dirt patch lies to the side of the Lakeside Laboratory. The leaf that grows there will take the adult Link to the roof of the Lakeside Laboratory, where a ladder leads to a Piece of Heart platform!

Hole 8: Death Mountain Crater

Try returning to Death Mountain Crater once you learn the "Bolero of Fire" to find this Dirt Patch. Although the child Link will find the heat unbearable, he can easily reach this beanbed, located right off the Warp Symbol, and plant his Magic Bean before time runs out. The leaf that grows in the hot, sulfurous air there will take adult Link to the top of the cones, where he can jump off and grab the Piece of Heart that hovers nearby.

Hole 9: Gerudo Valley

With the help of the chicken roaming around the bridge, Link can easily float to the ledges lining the roaring river below. On the lowest ledge at the far side, he'll find a Gerudo maiden and her cow standing near a Dirt Patch. The leaf that grows there provides adult Link with a quick and relatively dry way to reach the Piece of Heart behind the waterfall.

Hole 10: Desert Colossus

When Link returns here as a child to get the Silver Gauntlets, he can't help but notice this final beanbed, left of the temple entrance. This leaf will take adult Link on a tour of the desert, including important locations such as the top of the stone arch (where there's a Piece of Heart) and the tall dunes (where he'll find a Gold Skulltula at night).

Appendix F

Tips, Tricks, and Other Game Secrets

This appendix is for all those who've been dying to know some of this game's less obvious secrets. *The Legend of Zelda: Ocarina of Time* is rich in hidden subquests and mysterious places to visit. Keep an eye out for the following:

The Mask of Truth

To get the Mask of Truth, you must sell the first four masks that appear to the appropriate buyer.

1. The Guard at the Death Mountain Trail entrance wants a popular mask for his son. Show him the Keaton Mask, and he'll pay you a little extra for it.

2. The lone Skull Kid in the Lost Woods worries that his face is too nice. The Skull Mask will work wonders for his self-esteem, but be prepared to lose money on this deal.

3. During the day, a young boy tries to take Dampe's place on the Heart-Pounding Gravedigging Tour, but he's too cute to scare anyone. He'll pay you the exact amount for the Spooky Mask.

4. The Bunny Hood is hard to place unless you've run into the Marathon Runner around Hyrule Field. This guy longs to run like a rabbit, and will find this item too good to pass up. Make sure you have an empty Giant's Wallet before you sell this to him. His payment fills any wallet you possess.

Note

Three other masks also appear—a Gerudo Mask, a Zora Mask and a Goron Mask. You can't sell these, but wearing them elicits interesting responses from certain people ....

Return to the Happy Mask Shop after selling the Bunny Hood and you may borrow the Mask of Truth. Wear it to talk to the similarly decorated Gossip Stones throughout the Kingdom of Hyrule and learn the latest gossip and valuable secrets.

The Secret of the Biggoron's Sword

As an adult, Link gets the opportunity to buy a Giant's Knife from Medigoron in Goron City. For 200 Rupees, you can buy this very fragile two-handed sword, guaranteed to break soon after you equip it the first time. Biggoron, who waits near the entrance to Death Mountain Crater, will warn you about his brother's shop, and insist that *he* is the brother with the true swordmaking skills. But if you present him with the broken sword you bought from his brother, he won't offer to fix it. There's another way to get one of Biggoron's well-crafted swords, however.

In Kakariko Village, the Cucco Lady will give you one of her new Pocket Cuccos. If you make it happy by using it to wake up people, such as the perpetually sleeping Talon, she'll be so delighted she'll give you another bird to take care of. This starts a long cycle of trading and errand-running that ends with Biggoron's Sword in your inventory. Here's how it goes:

1. Get the Pocket Cucco from the Cucco Lady and use it to wake Talon up. Then return it to get Cojiro, the crowless rooster.

2. Use Cojiro to wake the Carpenter Boss's son, sleeping in the Lost Woods next to the lone Skull Kid's tree. He'll give you a delicate Odd Mushroom to take back to the "Hag in the (secret) Potion Shop." You have a limited amount of time to do this, so make sure you have Epona at the ready to race you back to Kakariko.

3. Give the Odd Mushroom to the crone who runs a Potion Shop/Laboratory in the house behind the former Market Potion Shop and she'll whip up an Odd Potion. Hurry this back to the boy in the Lost Woods before he becomes a monster!

4. No matter how fast you run, when you arrive back at the Lost Woods, you'll find the boy gone and a Kokiri girl in his place. Show her the Odd Potion and she'll confiscate it and give you a Poacher's Saw in return.

5. Return the Poacher's Saw to the boy's father, the Carpenter Boss, now fixing the bridge in the Gerudo Valley, and he'll give you his Broken Goron's Sword.

6. Take the Broken Goron's Sword to Biggoron and he'll offer to fix it (finally), after you get him the special Eye Drops he needs to clear his eyes after Death Mountain's recent eruption. He'll hand you a Prescription to take back to King Zora in Zora's Domain.

7. King Zora will give you the main ingredient for the Eye Drops (an Eyeball Frog) and request that you hurry over to Lake Hylia, where the Scientist will fill the Prescription. Again, you have a strict time limit, so have Epona ready.

8. Once the Scientist gets over his disappointment at not being able to fry the frog's eyes up for dinner, he'll create the World's Finest Eye Drops for Biggoron. These, too, are highly perishable and you have another time limit within which to deliver them to Biggoron. Both Epona and the Magic Bean leaf near the entrance to the Dodongo's Cavern will ensure that you arrive on time.

9. Finally, you return to Biggoron, Eye Drops in hand. He's so delighted by your perseverance, he promises to get that sword to you in three days. Using the Ocarina and the "Sun's Song" here will work, or let three days and nights pass normally before you approach Biggoron for the finished product. You wouldn't want him to think you're impatient, would you?

TIP

YOU CAN'T WARP TO THE LOCATIONS YOU MUST DELIVER THESE ITEMS TO, SO MAKE SURE THAT YOU'VE WON EPONA AND ARE SKILLED AT RIDING HER BEFORE ATTEMPTING THESE RACES!

Biggoron's Sword is a nice, heavy addition to your arsenal. It delivers more damage than the Master Sword, which makes it good against some of the stronger monsters and Bosses you'll meet during the second part of the game. The downside is this weapon requires Link to use both hands to hold it, leaving him with no way to use his shield. If you don't use the shield much, you'll have no problem, except when you must reflect attacks.

The Stone of Agony and Those Hidden Holes

After you collect 20 Gold Skulltula Tokens, return to the House of Skulltula in Kakariko Village to receive the Stone of Agony. This Rumble Pak–shaped stone will vibrate whenever you near a Hidden Hole. To uncover the hole, you must do one of three things—pound the ground with the Megaton Hammer, bomb the location, or play the "Song of Storms."

Many holes wait to be found in this game, but you'll usually spot the best using the Stone of Agony. In fact, many Hidden Holes are indistinguishable without it.

NOTE

YOU MUST HAVE A RUMBLE PAK FOR THE STONE OF AGONY FEATURES TO ACTIVATE—YET ANOTHER REASON TO PLAY THIS GAME WITH ONE!

There are 14 kinds of Hidden Holes. The most common contain a Gossip Stone and a small Treasure Chest holding Rupees or Bombs. You'll also find plenty of holes where Business Scrubs sell Green and Red potions or refills of Bombs, Deku Nuts, and the like.

There are 10 areas where the Stone of Agony will reveal something unique, special, or just plain valuable.

- Next to a single tree in Hyrule Field in-between Gerudo Valley and Hyrule Castle, you'll find a hole where a Piece of Heart sits at the bottom of a pool of water. Dive down with the Gold Scale, or just use your Iron Boots, to grab it.

NOTE

THE STONE OF AGONY IS BUT ONE WAY TO FIND HIDDEN HOLES AND OTHER SECRET AREAS. LIFTING STRAY BOULDERS WITH THE SILVER GAUNTLETS AND BLOWING UP OTHERS OFTEN WILL UNCOVER A HOLE. EXPECT TO FIND THE BEST STUFF IN THE HOLES THE STONE OF AGONY REVEALS, HOWEVER. THE REST CONTAIN BUSINESS SCRUBS AND BOXES OF BOMBS AND RUPEES.

- Next to the tree near the moat around Hyrule Castle you'll find a hole with three bomb-able walls. Behind one lies a Gossip Stone surrounded by clay jugs. The other two walls cover two regular Skullwalltulas and one Gold Skulltula!

- Defeat two Wolfos in the hole outside the entrance to the Sacred Forest Meadow and you'll receive a Purple Rupee.

- A ring of stones just outside the entrance to the Gerudo Valley hides a hole where Din's Fire reveals a cow, a Gossip Stone, and a Gold Skulltula.

- Between the four fences outside Lake Hylia is a hole where a single Business Scrub will sell you a Piece of Heart for 10 Rupees. What a bargain!

- If you can defeat the two ReDead in a hole in the middle of the courtyard in Kakariko Village, you'll receive a Huge Rupee.

- In the hole hidden by a tree across the bridge leading to Kakariko Village is a Big Skulltula and a Gold Skulltula!

- On a ledge along the Gerudo River you'll find a hole filled with Rupees—but you must dive for them.

- The ring of stones outside Goron City hides a Gold Rupee in a small Treasure Chest.

- A boulder disguises a hole in the Lost Woods. There a Business Scrub sells a Deku Nuts upgrade for 40 Rupees.

The Scarecrow's Song

Pierre and Bonooru are the scarecrows in the cornfields of Lake Hylia. Pierre wants to travel the land, and Bonooru has an excellent memory. As a child, if you play your Ocarina for Pierre, he'll dance around in joy. Play the same tune for Bonooru, and he'll promise to remember it. When you come back as an adult, Bonooru will prompt you to play that catchy tune again. Remember it correctly and you'll learn the "Scarecrow's Song"!

This tune is one of your own composition, and doesn't appear on the game's subscreens. Its magic, however, is unparalleled, and important for reaching some well-hidden secret areas. When you replay your song to Bonooru as an adult, he'll prompt you to play it in certain areas; the wandering Pierre will come and help. Navi will point out some of these areas by turning green with excitement. If it looks like you might need only a Hookshot

or Longshot target, play the "Scarecrow's Song" and Pierre might spring up. Try calling on Pierre in the following locations:

- Want to go fishing but you can't reach the island because there's no water in Lake Hylia? Navi's green shine will show you a place where Pierre can help you up.

- Try calling Pierre in the Baby Dodongo Room in Dodongo Cavern. You'll discover a new ledge and a Gold Skulltula.

- Pierre will help you reach the top of the East Tower in the Fire Temple. Just look for the inverted pyramid in the room with the Boulder Maze and play your Ocarina.

- If you need a few extra hearts before facing Bongo Bongo in the Shadow Temple, play the "Song of Time" to provide a step up to the broken statue with the Single Recovery Heart; then play the "Scarecrow's Song" and Longshot over to the Recovery Heart platform.

How to Find the Four Bottles and Those 10 Big Poes

If you plan to carry any potions or other small objects, you'll need a bottle to put them in. There are four glass Bottles to be found in the Kingdom of Hyrule, and you'll have to work for all of them.

Bottle 1: Find the Super Cuccos

Talon holds the first bottle, but will give it to you filled with Lon Lon Milk if you can pick out his three Super Cuccos from a flock of regular ones. You have 30 seconds to do it. Just toss the loose Cuccos into the corner between the table and the stairs and clear the main floor. When Talon tosses those three Super Cuccos into the ring, the regular Cuccos will disappear, and the ring will be empty. Now it's easy to spot the Super Cuccos.

Bottle 2: Corral the Cuccos

In Kakariko Village, there is a woman who can't corral her Cuccos because of her allergies. If you can find and return all seven of her pets, she'll give you a bottle as a reward.

Bottle 3: Princess Ruto's Letter in a Bottle

To enter Jabu-Jabu's belly and obtain the Spiritual Stone of Water, you must find this letter in a bottle at the bottom of Lake Hylia. Finding it isn't the problem: Reaching it is! You first must win the Silver Scale in the Diving Game at the top of the waterfall in Zora's Domain. Then dive through the portal to the lake. It should be in sight—and in reach—once you exit.

Bottle 4: Collect 10 "Special" Poes!

As an adult, you'll find a Poe collector in the room off the main gate of Hyrule Castle. He'll ask you to find and capture Poes for him in return for Rupees and points in his Poe Collectors Club. If you bring him the Poes you find in the Graveyard or around Hyrule Field, he'll pay you 10 Rupees and complain that he wanted a special type of Poe. These "Special" Poes are found only while riding around Hyrule Field on horseback. You must brush up on your horseback archery skills, as well, if you hope to catch them.

These Poes lie in 10 locations. If you catch all 10, not only will you earn 50 Rupees per Poe, but you'll win a bottle at the end.

The Forest Stage

This game's secret lies in the masks you wear. Wear no mask, and the tribe of Deku Scrubs won't even lift their faces to notice you. Wear the wrong mask (that is, one they don't like), and they'll shoo you from their lair with a shower of Deku Nuts. The right mask will bring you gifts of Rupees or important inventory upgrades.

- Keaton Mask: Don't like it one bit!
- Skull Mask: Love you! Win one Deku Stick Upgrade.
- Spooky Mask: Like you. Win Rupees.
- Bunny Hood: Like you. Win Rupees.
- Goron Mask: Like you. Win Rupees.
- Zora Mask: Don't like it one bit!
- Gerudo Mask: Don't like it one bit!
- Mask of Truth: Love You! Win one Deku Nut Upgrade.

The Bug-Catching Song

If you feed all of the members of the Frog Chorus in Zora's River with your Ocarina songs and make them grow big, they'll challenge you to a Bug-Catching Game. To help the frogs eat their fill, press the appropriate button when the butterfly appears above each frog's head. The result is a song you must play very quickly to receive your prize—a Piece of Heart.

Button Assignments

Green Frog: A Button
Blue Frog: Left C Button
Yellow Frog: Down C Button
White Frog: Up C Button
Pink Frog: Right C Button

The song itself is: A-Left-Right-Down-Left-Right-Down-A-Down-A-Down-Right-Left-A.

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SONGS

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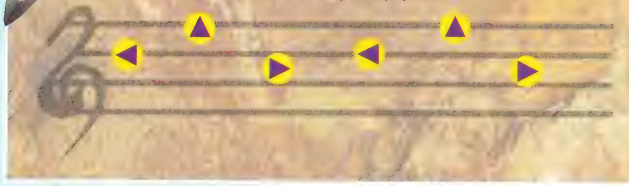

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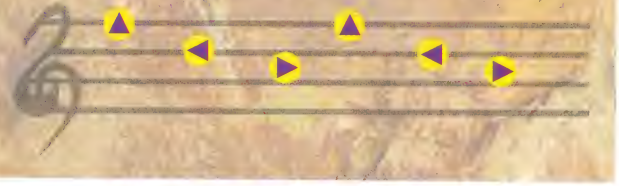
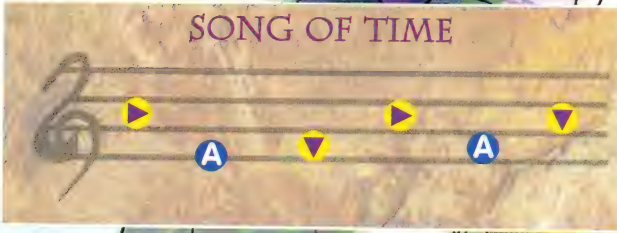


SARIA'S SONG

SUN'S SONG

SONG OF TIME



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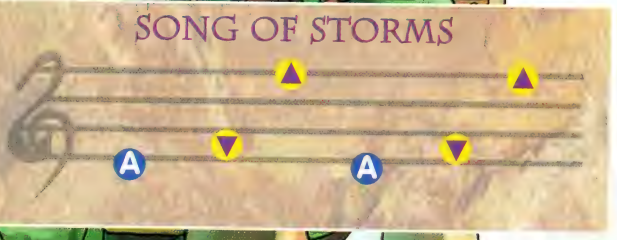

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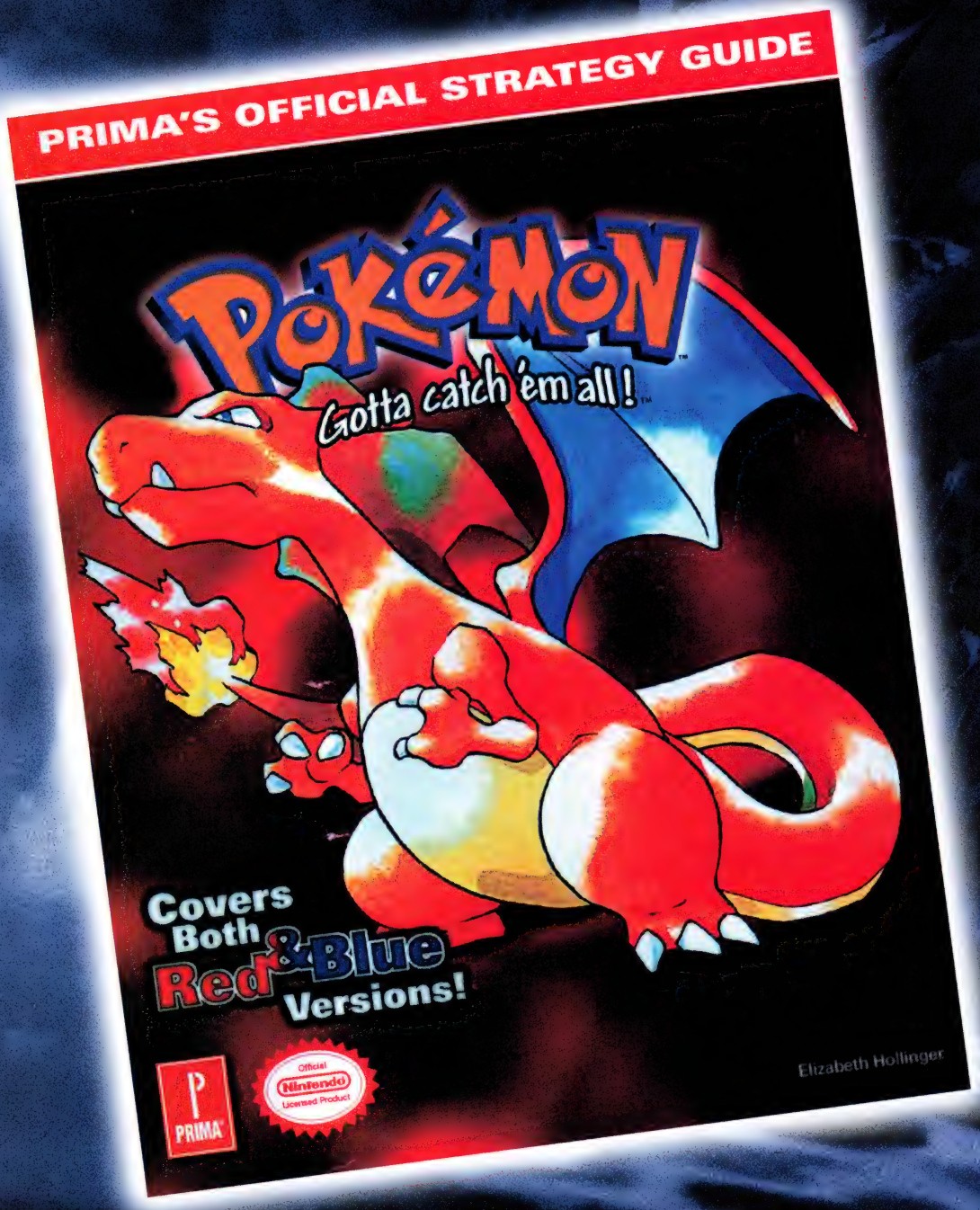

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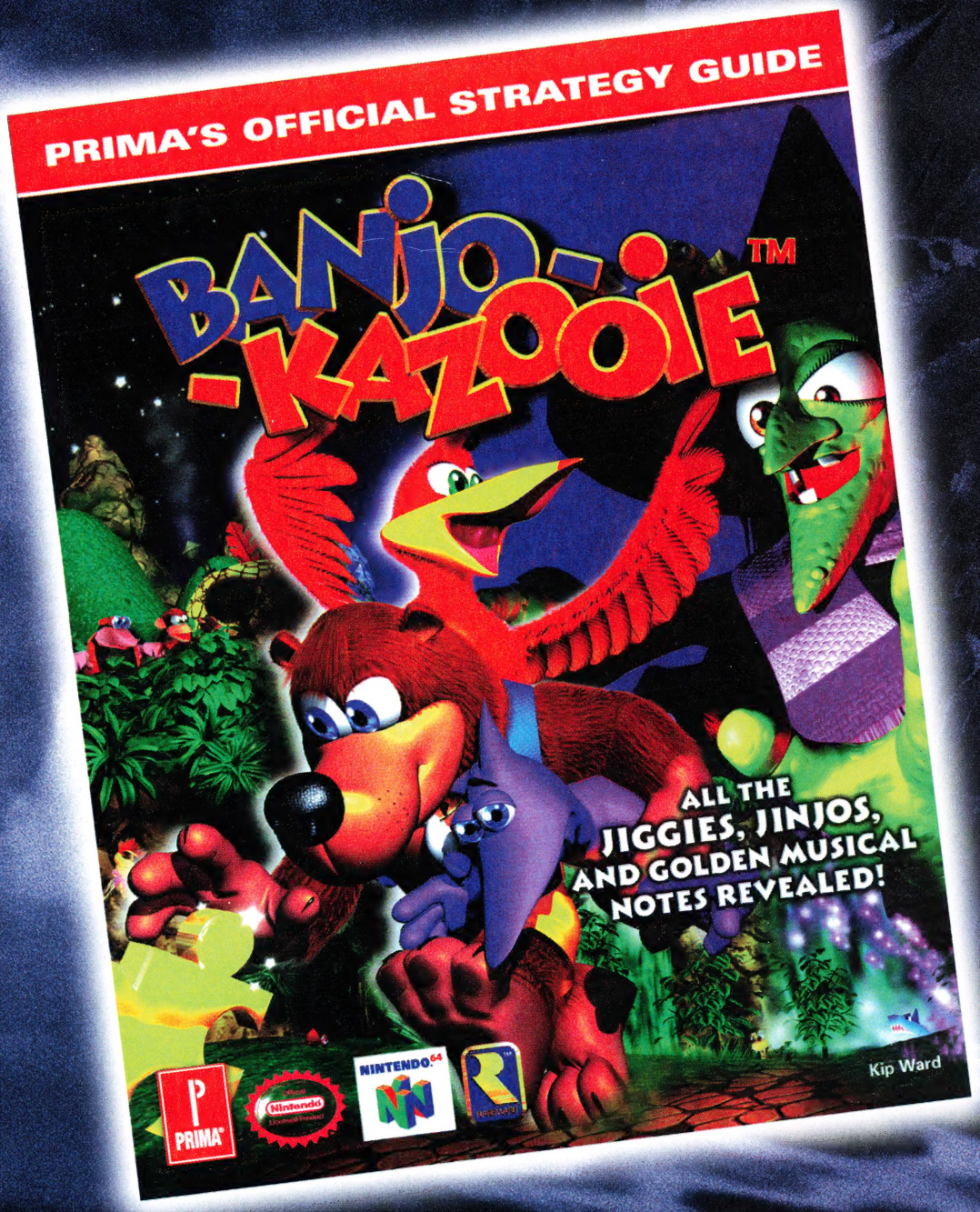

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